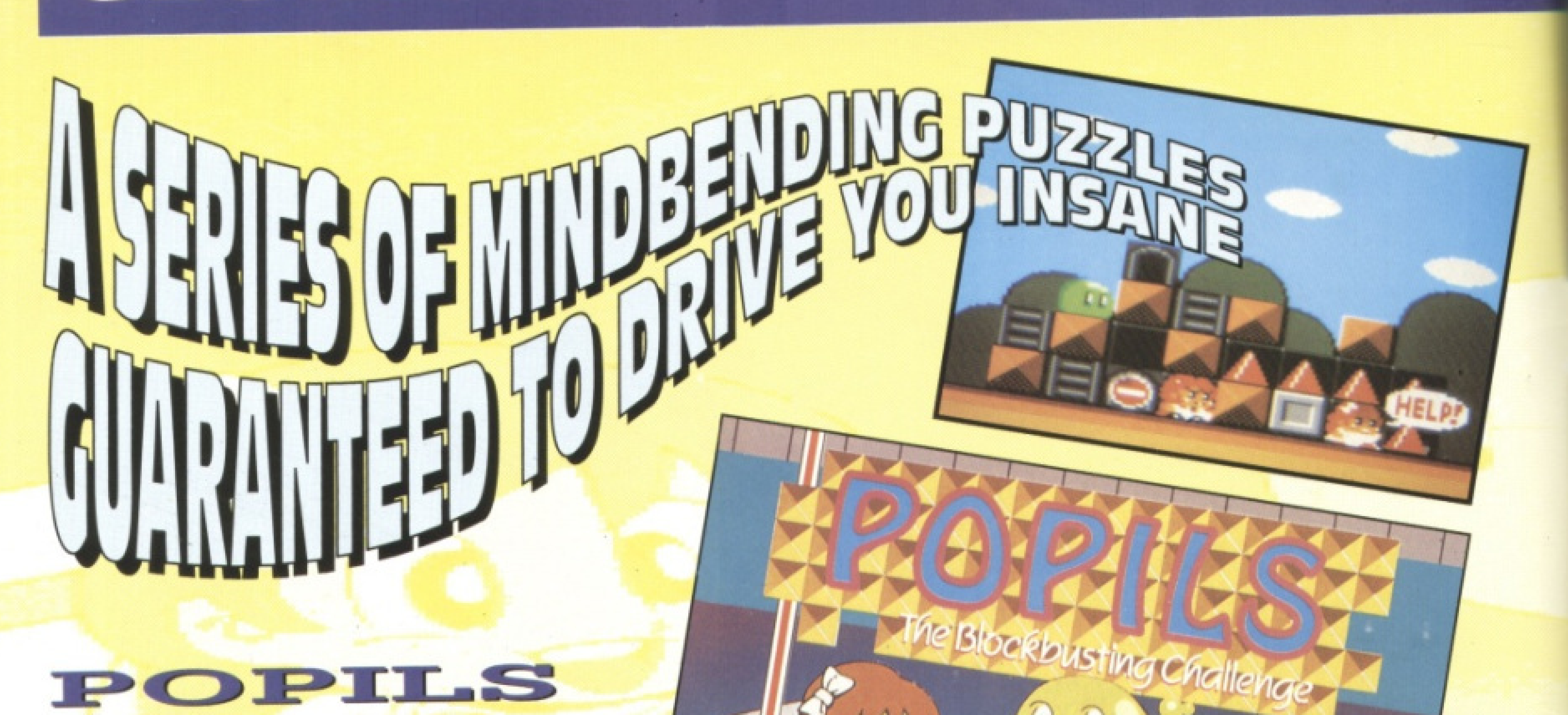

THE UK'S NUMBER ONE SEGA MAGAZINE
MEAN MACHINES SEGA
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EXCLUSIVE!
JAMES BOND
MEGADRIVE
SONIC 2
SUPER HIGH IMPACT
HOME ALONE
GODS
BIOHAZARD BATTLE
TWINKLE TALE
MEGA CD
WONDERDOG - MEGA PLATFORM ACTION!
MASTER SYSTEM
TAZ MANIA
SONIC 2!
SCI
GAME GEAR
STREETS OF RAGE - FULL REVIEW INSIDE!
EXCLUSIVE!
ROAD RASH 2
'AVE SOME OF THAT!
SONIC 2 REVIEWED
STREET FIGHTER II
RELEASE DATE ANNOUNCED INSIDE!
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GLORIOUSLY GRAPHICAL

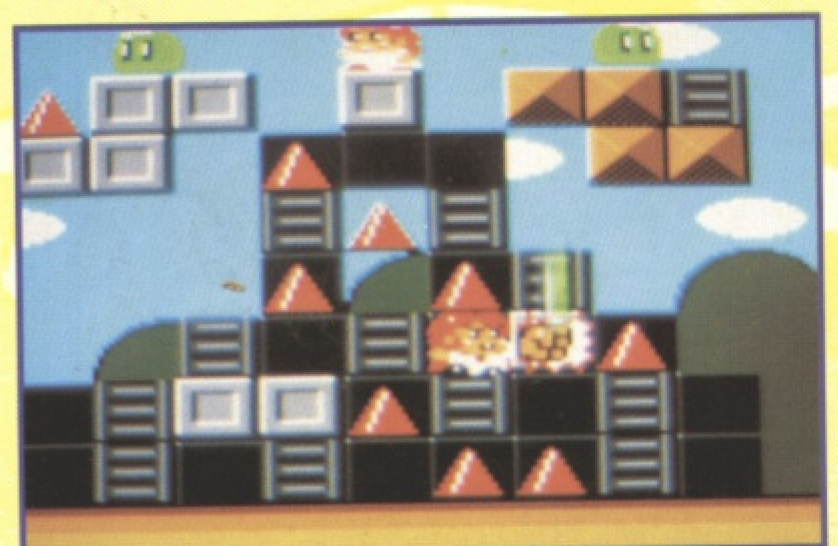


POPILS

FEATURES:-

- 100 BLOCK PUZZLES
- MAP EDITOR LETS YOU CREATE YOUR OWN PUZZLES
- GAME GEAR LINK FEATURE WITH BATTERY BACK UP
- SAVE GAME FACILITY

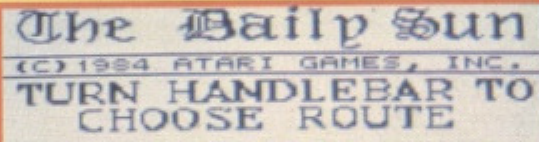
"A CORKER, A REAL CHALLENGE, IT PLAYS WELL, LOOKS GOOD AND IS TOTALLY ADDICTIVE."
91% SEGA FORCE





GRIPPINGLY GAME GEAR

PAPERBOY











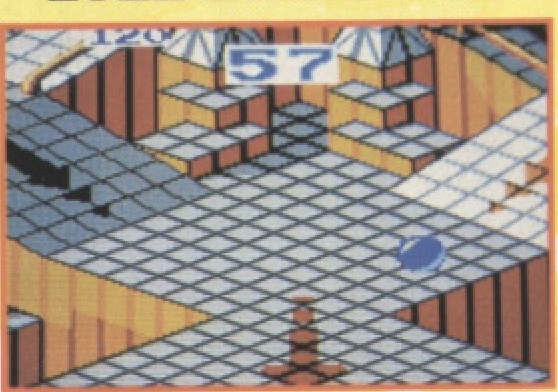


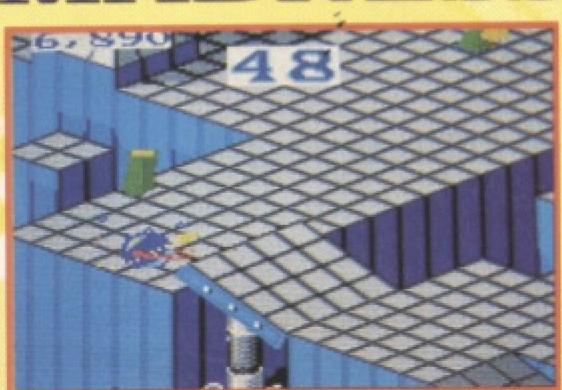
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VIDEO GAMES

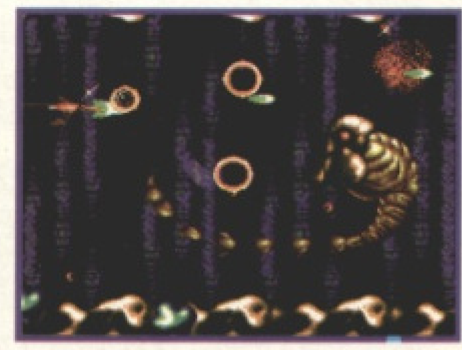


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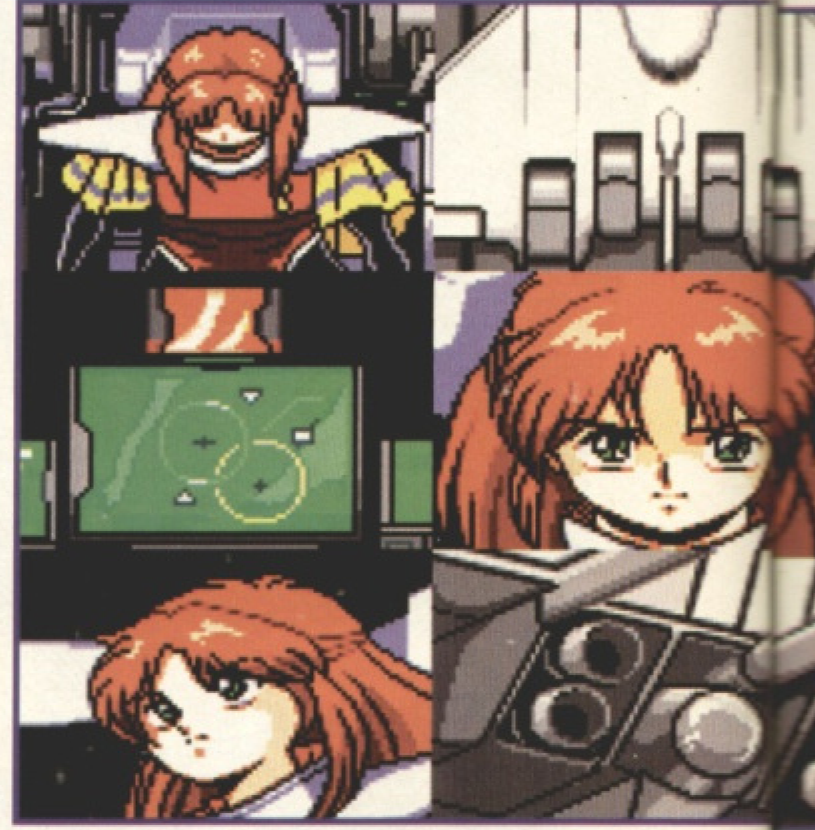
CONTENT



▲ *Twinkle Tale: reviewed!*



▲ *Biohazard: top-notch shoot 'em up action!*



▲ *Greylancer: is it any good or a pile of cack?*

▼ *Sonic II: it's mega!*

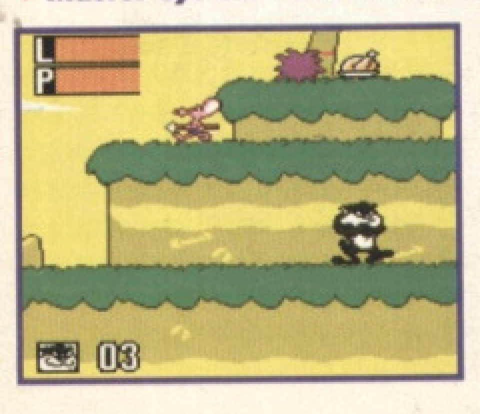


▼ *Megadrive Gods!*



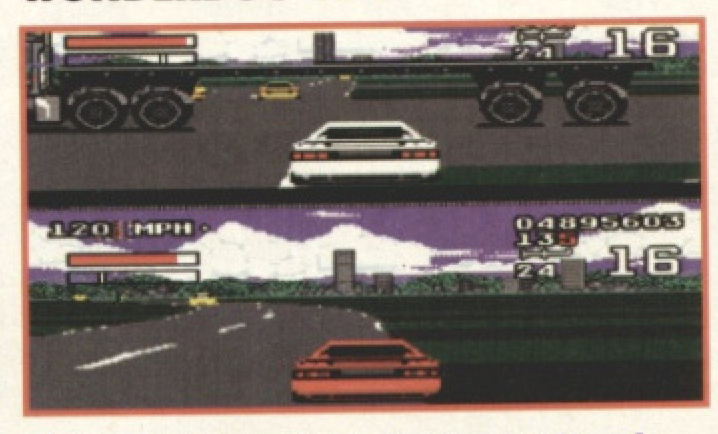


▼ Exclusive: James Bond is reviewed this ish!



▼ Master System Taz Mania!

MEGADRIVE PREVIEWS



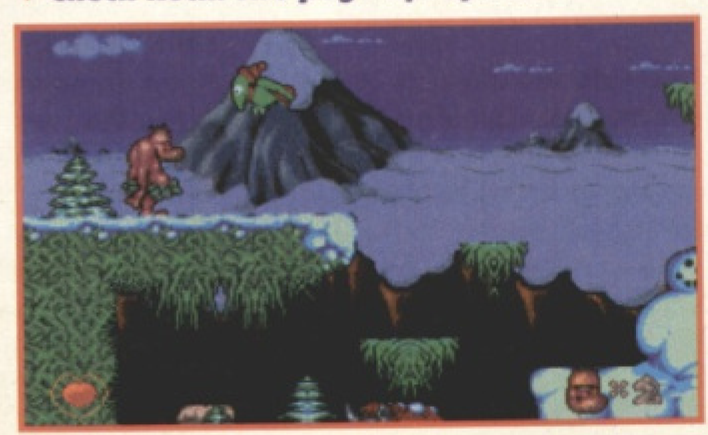
▲ Pedal to the metal in Megadrive Lotus!



▲ Graphically brill arcade action with the mutt known as... Wonderdog!

TIPS SPECIALS

▼ Chuck Rock: two page tips special!





▲ Risky Woods: previewed!

REGULARS

WHODUNNIT

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EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Also, we'll instantly chuck away any entries received from Dwayne Minton of Westword or any of his associates. Why? Because they smell of poo, that's why.

EDITORI

SO LONG BUT NOT SO



I'm vacating the Editor's chair as from next month, but that's not to say I'm disappearing from the mag. No sir! You won't get rid of me that easily. I'm becoming a Managing Editor, which means I'll be taking lots of long lunches with top industry figures and generally swanning around the office while the rest of the team do all the real work. So who's the new Ed? Well, you know him already - it's Rich Leadbetter, the phonebox fiend of the Western World. Unfortunately his telephonic tomfoolery will have to take a back seat as he devotes his life to doing all the hard editory type things like slapping the staff writers around for spending too much time playing the Streetfighter II coin-op in the games room and giving all the designers a dry roasting when they get all the screenshots the wrong way around. Still, he deserves it and I'm sure you'll welcome him to his new job.
The upshot of me being given far more time to loaf about is that I'll be able to spend much more time writing, which means MEAN MACHINES will be having far more features and other interesting articles in the coming months. I'll also be spending time tracking down all the latest CD-ROM software, taking a behind-the-scenes look at what it takes to make and film a CD-ROM game, plus I'll be getting the spec on Sega's new 32-bit wonder console which'll be released later on next year. So stick with us and watch us get better and better!
JAZ RIGNALL

THE STUNNING SONIC II TRANSFER

So, you want to know what to do with your amazing Sonic II transfer eh? Well, read these highly specific instructions very closely.

Firstly though, to create the ultimate in street-cred fashion wear, get yourself a plain white T-shirt.
To transfer the image to a T-shirt, set your iron to a temperature of roughly 140-150 degrees centigrade and leave the iron to warm up for around five minutes. Before starting, check that the T-shirt is clean, grease-free and flat (you can't iron it over seams). Placing a thick piece of card under the area to be used, first of all iron the flat area to remove any remaining wrinkles or creases.
Next, place the transfer FACE DOWN on the T-shirt and iron over all parts of the transfer. Keep doing this for a minute or so, trying not to move the transfer paper. Leave it to cool and then slowly peel back the backing paper. If, for some reason, it hasn't quite worked, just re-iron it again. And there you go - a topper Sonic II T-shirt that ISN'T available anywhere else!
However, remember that when washing, you shouldn't put it in water over 40 degrees centigrade and DON'T iron directly on the image.

AL

LONG

JULIAN "TOMMY ENGLISHER" RIGNALL
Jaz's love of two-wheeled transportation has its roots in childhood. Industry magnate and top Cordon Bleu chef Julian's dream was to be a World War Two Motorcycle Dispatch Rider. Could this also explain his predilection for wearing knee-length boots and jodhpurs around the office? Hmmm.
CURRENT FAVE GAMES:SONIC 2, STREET FIGHTER II - CHAMPION EDITION

RICH "NOT SORTED" LEADBETTER
Rich reckons he wasn't born until he was twenty so couldn't have had any childhood ambitions. He does, however, have one burning adult ambition which is to be as "street" as his hero, self-styled guru of cockernee credibility, "Mister C" out of the Shamen. Some guys just don't have any goals in life do they?
CURRENT FAVE GAMES:SONIC II, STREET FIGHTER II CHAMPION EDITION, ROAD RASH II

OZ "JULIET BRAVO" BROWN
We at the office have always been puzzled by Oz's tendency to choose Chun Li in Street Fighter, it all becomes clear now though. Oz's childhood dream was to be a Policewoman. "They all seemed so kind and were always helping people," says our confused colleague. "But I've grown out of it now and the uniform was getting too tight anyway," he adds hastily.
CURRENT FAVE GAMES:STREET FIGHTER II, ALIEN 3

ANDY "PRIMATE" MCVITTIE
"My main ambition," says our freshly-wed Prod Ed, "was to be Galen from Planet Of The Apes." Indeed, such was Andy's obsession with Roddy McDowell's humane baboon, that he now sports plastic surgery making him virtually indistinguishable from the heroic character.
CURRENT FAVE GAMES:PARASOL STARS, WORLD OF ILLUSION

RADION "I WANT TO BE ADORED" AUTOMATIC
He might be the youngest member of staff but Rad has by far the grandest ambition. "As a child I wanted to be an omnipotent being and spread love across the universe," admits our Godlike writer. Working as he does at MEAN MACHINES it looks as though Rad is half way to realising his dream. On your knees, sinners!
CURRENT FAVE GAMES:SONIC 2, WORLD OF ILLUSION, TWINKLE TALE

ANGUS "KING OF COMEDY" SWAN
Budding Jeremy Beadle, Gus says his only childhood ambition was to be allowed to visit Glasgow's renowned Tam Shephard's Joke Emporium alone so he could blow all his pocket money on such hilarious necessities as fart powder, bald wigs and sea monkeys etc. What a jolly funster he is, eh readers?
CURRENT FAVE GAMES:SONIC 2, STREET FIGHTER II

PAUL "CAN YOU 'ERE ME MOTHER" DAVIES
"As a child, my only ambition was to be like the great George Formby," says staff writer and all-round top light entertainer Paul. It was to be a short lived ambition though as Paul was arrested for flaunting his little stick of Blackpool rock in a public place. Ahem!
CURRENT FAVE GAMES:DARK CASTLE, SONIC 2

DAVE "SHOULDER-LENGTH RUBBER GLOVES" KELSALL
Dave's childhood ambition to be a vet has a strange and somewhat sinister origin. "I always wanted to be the guy who operated Basil Brush," admits our Elvis-like designer of his penchant for small, furry animals.
CURRENT FAVE GAMES:SONIC 2, WORLD OF ILLUSION

FRASER "MAJOR TOM" GRAY
Space Cadet Fraser has had a clear vision of his future since an early age "I'd do anything to get off this planet," quoth he, "just like my hero Buzz Aldrin." Our spaced-out designer is obviously closer than he thinks to realising his dream of off-world life.
CURRENT FAVE GAMES:SONIC 2, ATOMIC RUNNER, ALIEN 3

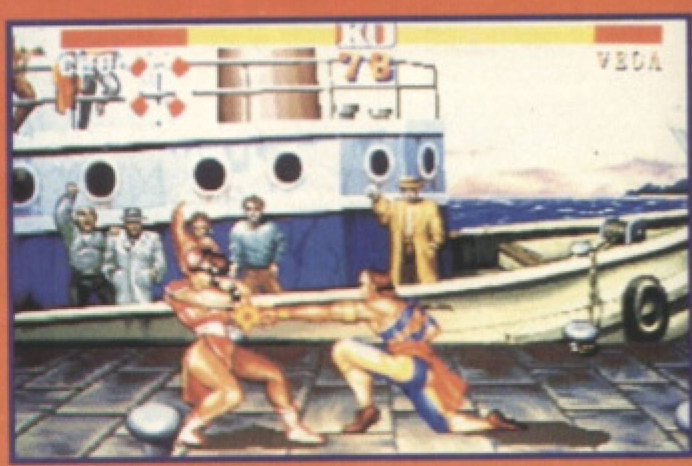
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NEWS



STOP PRESS NEWS EXCLUSIVE!





DESERT STRIKE HITS 8-BIT

Domark have licensed Electronic Arts' most popular Megadrive title to date for conversion to the Master System and Game Gear - Desert Strike!

If for some reason you missed the colossal hype surrounding the Megadrive game, the scenario involves a mad Middle East dictator who's decided to annex a smaller country in the Gulf (sounds familiar?). It's your job, as a hardened helicopter pilot type to fly into the war zone and cripple the invaders' war machine. Sounds easy huh? Well, four levels packed with explosive action could well prove you wrong.

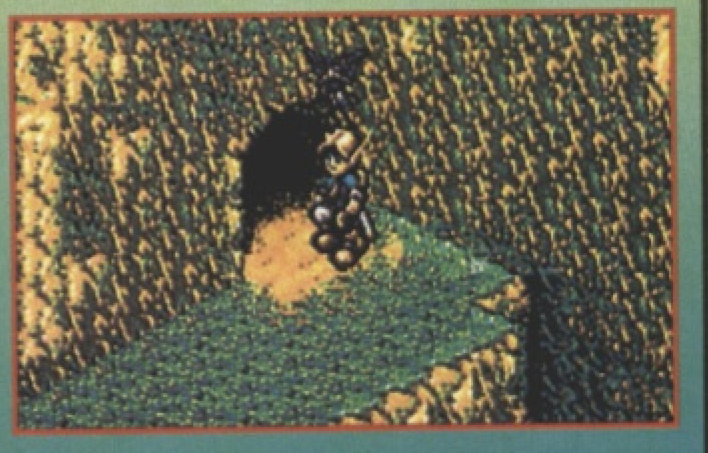
Domark are programming the Master System version with a maximum four-megabit cartridge and this should be available during August next year! The game should retail for £32.99. The Game Gear version is only a two-meg cartridge, but should be available at the same time for the price of £27.99.

LANDSTALKER: TOP RPG!

Take a look at Sega's new RPG! It's called Landstalker and looks for all the world like a Megadrive version of Legend of Zelda III, but with an isometric viewpoint and more detailed graphics. The game promises to be especially massive: it's Sega's second 16-megabit cartridge, the first being Streets of Rage II.

As you can see from the graphics, Landstalker looks incredibly good. Along with the enormous map (the latest edition of Japanese magazine, Megadrive Fan devotes 11 pages to only a small section of the game!), there are a great deal more role-playing elements than Super NES Zelda III. You can build up a party of up to four characters, each with their own statistics, professions and weaponry.

Put simply, this game looks awesome. Rest assured, as soon as we learn more about it, we'll bring you all the juicy details!





Just as this issue came to press, MEAN MACHINES SEGA discovered from a **100% reliable** American source that Capcom's brilliant coin-op Street Fighter II **IS** going to be converted to the Megadrive. In fact, we can exclusively reveal that the game is already well into production with an official UK release date of February 1993 - only three months away!

Many rumours have circulated about SF2 appearing on the Mega CD, following up the forthcoming Final Fight conversion. However, we can put the gossips to rest now when we say that the first conversion is for the Megadrive, with Sega allowing Capcom a massive 16-megabit cartridge for the conversion - just like the uncanny Super NES version. Good eh?



However, the Megadrive version has the potential to be even better than the incredible Super NES version, because (wait for it!) it's actually a conversion of the pseudo-sequel: Street Fighter II: Champion Edition! That means that you'll be able to play the same characters simultaneously (without resorting to using a cheat like the Super NES game), you'll be able to use all of the extra moves, like Guile's charging knee attack AND take control of the four final "boss" characters of the game! What's more, if it's as accurate a conversion as the Super NES game, the higher difficulty levels should also be there to present far more of a challenge too!

Good eh? Well, the topper tidings don't stop there. We also have it on good authority that a special six-button Megadrive joypad is going to be released, enabling the full range of attacks and special moves to be available for the Sega version! Look out for more EXCLUSIVE Street Fighter II news and amazing goodies in a forthcoming edition of MEAN MACHINES SEGA! Are we good to you or what?



▲ ***Vega destroys Zangief in Street Fighter '92, the coin-op. The Megadrive version promises to be just as good!***

F1 FRIVOLITY

Domark have announced that they are to release a top-notch Formula One simulator for the Master System, Megadrive and Game Gear. The game isn't due until August of next year and has only just gone into production, but promises to incorporate high-speed F1 action with topper car construction options. This part of the game allows to muck about with things like the tyres, the aerodynamics and telemetry of the car. Sounds cool eh? We'll keep you posted with any more news as soon as we get it.

MEGADRIVE FLIGHT SIM TAKES OFF

If you've conquered F22 Interceptor and wiped the floor with LHX Attack Chopper, you'll be interested to hear that Domark are set to release their MiG-29 simulator on the Megadrive.

This conversion has all the speed of the Amiga original, along with very detailed polygon graphics to portray the action. As simulations go, it's supposed to be extremely accurate to the real thing. Domark have had access to complex technical specifications on the 'plane, courtesy of the Russians themselves!

We've seen an early version of the game and it has the potential to be an excellent flight sim. The game should be out in the shops during May next year, priced at £39.99.


SUPER SMASH T.V.
THE ARCADE GAME OF THE YEAR!
GENESIS
ARCH RIVALS
THE ARCADE GAME
A REAL BASKET BRAWL!
Acclaim
T2
THE ARCADE GAME
ARENA
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PREDATOR 2
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SEGA
GAME GEAR
GENESIS
THE SIMPSONS
BART VS. THE SPACE MUTANTS
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GRAND PRIX CHALLENGE
HEAD-TO-HEAD 2-PLAYER RACING ACTION!
THE SIMPSONS
GAME GEAR
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DEF: VERY BIG
With an awesome collection of star dudes on Master System, Game Gear and Sega Mega Drive, we give you the most radical names and mind-blowing games, whatever your Sega console.
GEORGE FOREMAN'S KO BOXING
FLYING EDGE
SEGA GAME GEAR
KRUSTY'S SUPER FUN HOUSE
FEATURING THE SIMPSONS!
FERRARI GRAND PRIX CHALLENGE
ARCH RIVALS THE ARCADE GAME
SEGA Master System
SUPER SMASH T.V.
SEGA Master System II
SEGA GAME GEAR
SEGA MEGA DRIVE
FLYING EDGE
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FLASHBACK: BEST GAME EVER?



Our French partners at Consoles Plus have unveiled what looks like being one of the most fantastic Megadrive games ever! It's called Flashback, it's being programmed by Delphine Software in France... and it's completely amazing! Although from the screenshots it looks like a graphically awesome platform game it is in fact a deep and involving arcade adventure, boasting animation that is lifelike - literally. It even knocks the company's previous extravaganza, Another World (due out on the Megadrive early next year courtesy of Virgin) into a cocked hat in terms of amazing movement! We'll be bringing you more exclusive info on this completely cosmic game over the coming months. Look out for this game - it'll blow your mind!

ROBOCOP VS TERMINATOR

Just as this issue went to press, we discovered that Virgin Games have signed up one of the most explosive licenses yet! Tied in with the current series of comics, Robocop vs Terminator promises to be a truly excellent game, incorporating the two most popular cybernetic organisms ever to hit celluloid!

The comics manage to successfully combine the harsh future visions of Robocop and The Terminator and combine them into an all-action comics series, which sees the two metallic monsters battling it out with the future of Earth at stake!

Virgin Games have confirmed that Robocop vs Terminator will be released for the Megadrive, Master System and Game Gear, with a release expected in the middle of next year. Stay tuned to MEAN MACHINES for more details.



▲ *Explosive cybernetic action coming to Sega.*

MORE MASSIVE ROBOT-RELATED MAYHEM

Remember that crappy Mega CD title, Heavy Nova? It was a one-on-one beat 'em up, featuring two massive robots battling it out for all-out space supremacy. Well, the good news is that a sequel, Black Hole Assault (also for the Mega CD), is coming soon!

From what we can gather, the game looks like taking the basic concept of Heavy Nova and adding in a whole host of new features. For a start, the graphics have been completely overhauled, introducing better sprites and backdrops. The combat action has been improved as well with a whole host of new robots and attack moves. Hopefully the playability and speed of the animation have been sped up as well. Many new options, like tournaments and leagues have been added to. You can take your fights to many different planets too, each with different gravity levels and atmospheric densities!

Keep a look out for more details on this potentially excellent CD title.

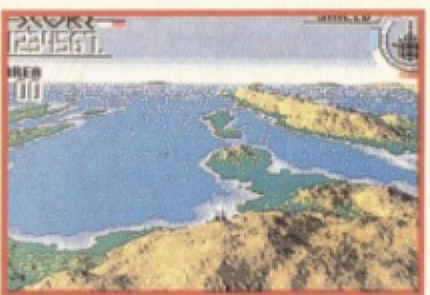
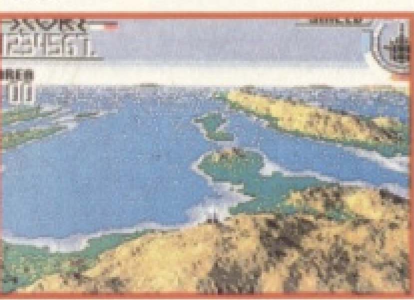




▲ *Take that! You massive, green robot you!*

TOPPER FRACTALS IN NEW CD GAME!

Currently doing the rounds of the Japanese press at the moment are these stunning fractal-based landscapes produced using the Mega-CD. The graphics are from a game called Silpheed, a graphically enhanced version of an old PC title released by Origin. That game was originally a scrolling shoot 'em up and we expect the Mega CD version to be no different - however, nothing on the PC looks anywhere as good as this! From what we gather, these amazing visual actually move very smoothly, making use of the enhanced hardware's full motion video capabilities. Expect to hear more news about this game in a forthcoming issue of this very mag.

▲ *An accurate representation of the British Isles? Where's Fred the weatherman then?*

GAMESMASTER LIVE: MORE DETAILS!

The GamesMaster Live show in December is shaping up to be the greatest video games event ever!

At the show you can expect to see Electronic Arts showing off their amazing Road Rash II game (reviewed this issue). They'll have actual motorbikes connected to the Megadrive, making that two-player biking experience even more realistic! A "tattoo" parlour will also be set up, enabling punters to get their favourite designs painted on.

Gremlin Graphics are heavily promoting their Nigel Mansell game with what they have called the Nigel Mansell experience! Basically, this is a FOURTEEN-PLAYER interactive racing simulation! An experimental Lotus concept car will also be on display. But that's not all, because Gremlin are also giving away bucketloads of lollies, effectively advertising their Zool Amiga game!

Domark are heavily promoting their James Bond game (also reviewed this very issue), with the Bond Aston Martin gracing their stand along with a Bond shooting range and plenty of Bond girls too! Add this to the massive amount of coin-ops, Quasar Laser games, simulations and Virtual Reality machines dotted around the show, and you've got the definitive video games show! Of course, every single one of these machines is set to FREE-PLAY!

The general stage area will be occupied by the man himself, Dominik Diamond, hosting up to four live challenges a day. The GamesMaster, Patrick Moore, will also be beamed onto a massive video wall via satellite! Brilliant eh? Of course, the entire MEAN MACHINES SEGA staff and NINTENDO MAGAZINE SYSTEM guys will be there, mixing with the crowds and participating in video games challenges.

All of this is just the tip of the iceberg! To find out more, you'll jut have to get yourself down to GamesMaster Live between 4-6 December! The show is being held in halls six, seven and eight of the Birmingham NEC. The tickets are running out fast - buy yours now by calling the booking office on 021 780 4133. Alternatively, fill in the booking form in this mag and send it off - NOW!

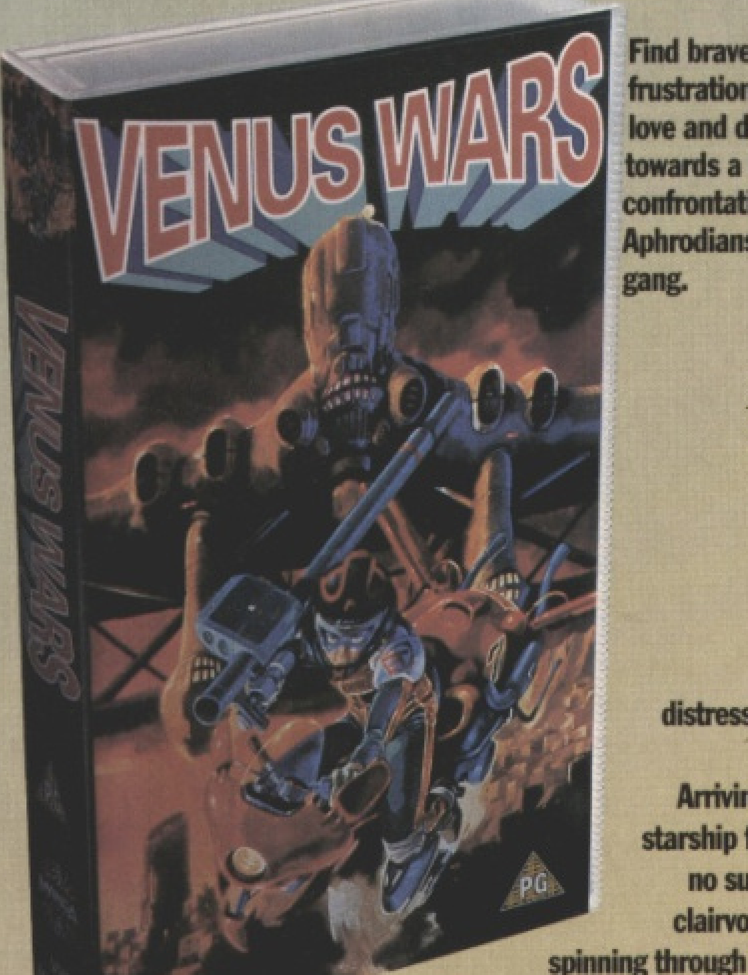
MORE MANGA MANIA

2089, Venus erupts with war. The planet has split into two opposing states, ISHTAR and APHRODIA. Shells explode and machine guns rattle as Ishtar tanks destroy IO the capital of Aphrodia. The city is becoming a prison camp, the streets are patrolled by tanks, a curfew is enforced and homes are stormed by the armed agents of Ishtar.



Enter the Killer Commandos - Hiro, Maggie, Miranda, Cathy and Will - a hard core, high tech monobike racing gang who recklessly decide to take on the Ishtar forces. Psyched up and armed they emerge from their hideout ready for battle.

THROUGH THE VAST OCEANS OF SPACE THE JOURNEY TOWARDS THE LEGENDARY STAR OF ODIN BEGINS...



Find bravery, comradeship, frustration rivalry, uncertainty, love and death as events spiral towards a final breathtaking confrontation involving Ishtars, Aphrodians and our Heroic bike gang.



Odin

THROUGH THE VAST OCEANS OF SPACE THE JOURNEY TOWARDS THE LEGENDARY STAR OF ODIN BEGINS

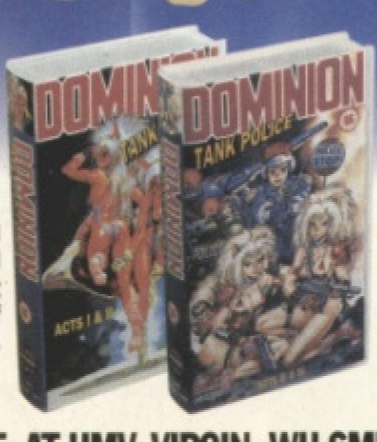
Earth's newest and most elegant photon starship is about to set sail on her maiden voyage when a mysterious SOS distress call sends the fledgling crew to save the Jupiter transit Alford. Arriving at the rescue destination, the starship finds the Alford demolished with no survivors except Sara, a beautiful clairvoyant girl found spinning through space in a life-pod.

Sara's mystic powers lead the crew off on a voyage through wormholes in space and into an alternative dimension in search of Odin, a mythological civilisation of great beauty.

N'T MISS E WAR OF THE st NTURY!



"A towering neon nightmare to rival Blade Runner"
NME

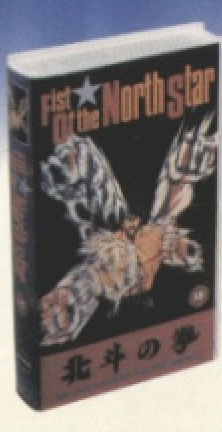


An action-packed tale of a girl and her Tank, fighting the forces of futuristic terrorism.

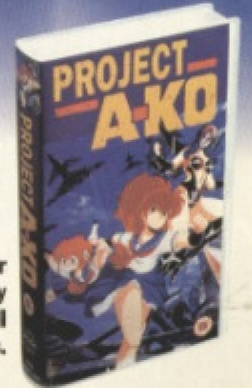


A Division of Island World Communications Ltd,.

Dominion Tank Police Acts III & IV, reveals all.



Fists fly, blood spurts, bones shatter and buildings crumble, in this action adventure to compare with the legendary Mad Max



B-ko battles A-ko for C-ko in this witty parody that will keep you in stitches.

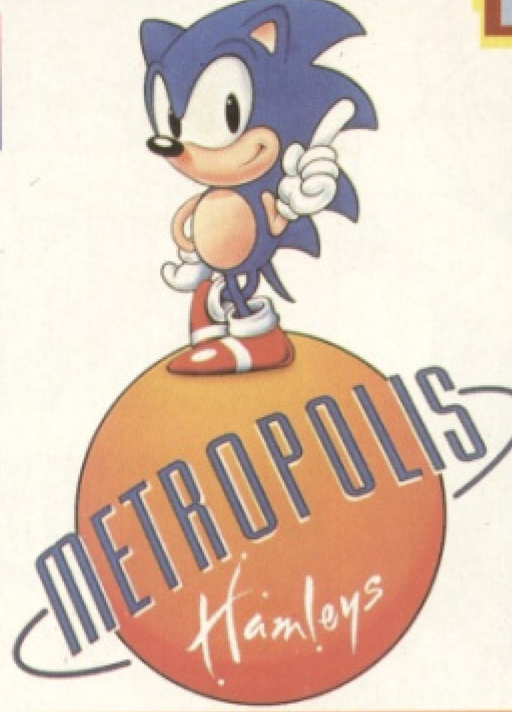
MANGA TITLES ARE AVAILABLE AT HMV, VIRGIN, WH SMITH, OUR PRICE, FORBIDDEN PLANET AND ALL GOOD VIDEO AND COMIC SHOPS

THE SEGA METROPOLIS

Sega of Japan have joined forces with mega London toyshop, Hamleys, to bring us the Hamleys Metropolis. This is a vast family entertainment centre containing just about every decent Sega coin-op ever produced, including the 360 degree gyroscopic "flight simulator", the R-360.

According to Sega Amusements Europe, the company are extremely keen on erecting entertainment centres like this one, but away from the traditional arcade sites. This concept has already worked extremely well at Euro Disney, where a Sega entertainment centre has been installed since day one.

It all sounds rather amazing, so if you fancy getting a piece of the action, pay Hamleys a visit. The Hamleys Metropolis opens in November and is situated on the lower ground floor of the world famous toyshop, found in London's Regent Street.



▶ ***Sonic's world domination regime continues at Hamleys of London. Hurrah!***

TIME GAL:NEW FULL MOTION VIDEO GAME!

Look out for the animated antics of Time Gal, available soon in Japan for the Mega CD. It's been developed by Wolfteam, the company responsible for the graphically stunning Thunderstorm FX (reviewed in the last issue) and looks like being a full motion video cartoon with small Dragon's Lair-style interaction (that is, there isn't much at all by the look of it). Still, as you can see from the screenshots, it looks rather amazing. We'll review the game as soon as it arrives here at MEAN MACHINES Central.

MEGA TWINS ON MEGADRIVE!

Capcom's highly successful Mega Twins is coming out for the Megadrive! If you haven't seen it before, it's an amazingly playable platform game boasting the ultimate in Japanese "cutesy" sprites and backdrops.

As you may expect, the scenario is incredibly bizarre. Apparently (according to Capcom), 15 years have passed since the "Alulu Kingdom" paradise was taken by hordes of monsters. Twin babies descended from royalty have grown into distinguished-looking young men. They decide to bring order back to the paradise by slapping the monsters about and recovering the mystical "Dragon Blue Eyes" crystal!

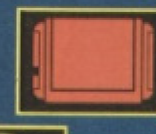
The Megadrive conversion packs in just about every feature from the coin-op, including simultaneous two-player activities! Capcom's "comical and joyful game" as they like to call it, should be out in the next couple of months. Look out for more info in a future issue of MEAN MACHINES SEGA.













PRICE £39.99

BY E A

zRELEASE DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES:PASSWORDS
SKILL LEVELS: 11
REPONSIVESS: EXCELLENT
GAME DIFFICULTY:MEDIUM

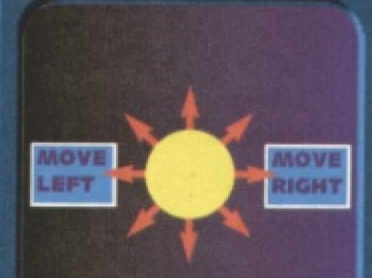
1ST DAY SCORE

FINISH TWO LEVELS

ORIGIN

Road Rash has gone down as a Megadrive classic. As you may have gathered from the title, this is the sequel.

HOW TO CONTROL



A BRAKE

B ACCELERATE/NITRO

C ATTACK

S PAUSE

HOW TO PLAY

Clamber atop your high-power motorcycle and burn up 14 other riders whilst avoiding the police!



ONE/TWO-PLAYER

Three different modes are available. Single player mode is much like the original Road Rash. There are two split-screen two-player modes, detailed later on in the review.



ROAD RASH II

MEGA GAME

It is one year, almost to the day, since 1991's Road Rash tournament - the ultimate biker's championship! As you may imagine, just like the world championship races, the object is to travel across a circuit, using your skill (and your bike) to emerge victorious! The difference is that Road Rash races are set on highways, in amongst the normal traffic. The other difference is that any form of violence against another biker is allowed, and indeed encouraged!

There are five major leagues in Road Rash II, set across the same number of different highways. Each league has five races to complete before you are promoted. The landscapes offer many different hazards. Alaska, for example, is noted for its twisty roads, whereas at Tennessee, you can expect to find trees growing in the centre of the highway!

As you start to win races and accrue some cash, you can trade in your battle-damaged Shuriken 500 for newer, better machines. Can you get your hands on $38,000 required for the ultimate in the bike technology? Will you be able to ride it to victory in the most taxing race of all time?

TWO-PLAYER ACTION

Should two players wish to race against each other in the normal Road Rash league, they can do so with the special split-screen option. The original "taking turns" method of Road Rash I is also available if you prefer that. In split-screen mode, the gameplay is exactly the same. The only difference is the scale of the graphics!





OPTIONS SCREEN

MUSIC ON/OFF: A choice is available between a series of Rob Hubbard tunes and some roisterous sound effects.

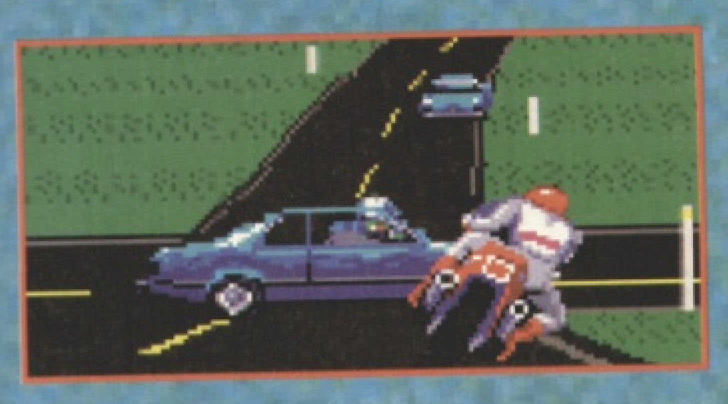
PLAYER CONFIGURATION: Choose your mode of play on this screen!

PASSWORD CONTROL: This option brings up your current password and enables you to type in a new one! Cor!

NAME CONFIGURATION: Unless you were christened PLAYER A or PLAYER B at birth, you might like to change your in-game monicker.



▲ *Bumps shoot you up into the air! Wow!*





▲ *Player A suffers a nervous breakdown en route.*



THE BIKE SHOP

Once you've amassed a fair amount of cash, you're likely to want to spend it on a new bike. The bike shop has fifteen different motorcycles to choose from. The cheapest bikes cost around $3000 to $4000. Should you wish to race with the 170mph Diablo 1000 N (with nitro attachment!), you'll have to save up a whopping great $38,000! There are three different divisions of motorcycle you can buy.

SUPER BIKE

BANZAI 600
Slow to accelerate but a strong chassis makes for a good handling bike.
85 HP 450 LBS COST $6500

Ultra-Light bikes are exactly that! With very little weight, these bikes are excellent in terms of acceleration and handling. However, to keep the weight down, the bike's engines are not as powerful as those in the Super Bike or Nitro Class categories.

PANDA 600
Powerful for its size but hard to control. due to a weak chassis. Hang on!
90 HP 410 LBS COST $6000

ULTRA-LIGHT



PANDA 500
Reasonable midrange power and light weight make the 500 easy to ride fast.
60 HP 380 LBS COST $4500

Super Bikes are supposed to be the ultimate compromise between weight and power. The middle-range bikes like the Shuriken 1000 are capable of speeds above 130 mph! Just remember that these bikes are likely not to accelerate or handle as well as Ultra-Light variety.



SHURIKEN 400
Good handling, low power makes this the perfect bike for rookie rashers.
50 HP 350 LBS COST $3500

REVIEW

▲ The chain weapon puts paid to a level three biker! Groovy or what!

▶ Burning up Arizona!

COMMENT

I'm a mega Road Rash fan, having played and completed the original game many times, so I was especially looking forward to this sequel. Having seen it and played it, I'm both relieved and disappointed. I'm happy to say that Road Rash II is better than the original, with faster gameplay, more taxing opposition and more bikes! The two-player modes are excellent as well - the split-screen action is mega fast and highly furious with no sign of slowdown. So why am I disappointed as well? I think it's because the actual concept and execution of the game is no different from the original game. In fact, if you own the original and aren't going to use the two-player option, I would have a few reservations recommending it because the changes aren't really that noticeable. However, judged in its own right, Road Rash II is the most fun, exciting road racer available for the Megadrive. Let's just hope that Road Rash III (should it ever appear) is a completely NEW game.

LEVEL PREVIEW

There are five main levels in Road Rash II, encompassing a larger variety of terrain than the original game. You are allowed to race on each track as many times as you want in each level The higher your level, the longer you have to race on the track. During stage one, you only have to race about six miles on each track. By the time you reach the last level, you're racing a mammoth 15 miles! Arghh!



WARP FACTOR ONE



Should you choose a bike from the Nitro Class, you're able to squirt nitrous oxide into your engine a certain number of times, depending on the motorcycle chosen. A practised double tap of the B button produces this effect, which causes your bike to travel at speeds of 20mph in excess of its top speed!

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
ACTION
CHALLENGE
REFLEXES

NITRO CLASS



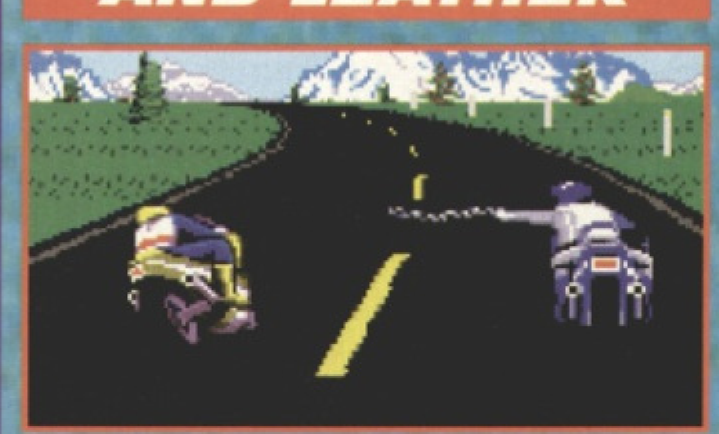
BANZAI 7.11 N
Nitro bursts, high HP and light weight. You can't imagine it, so buy it!
145 HP 385 LBS COST $30000

The bikes in this class might look a bit familiar. This is because the mechanics have chosen the best beasts from the other two categories and attached nitro-boosters to them! Since these custom bikes are in short supply, expect to pay through the nose for them. In fact, the top bike with the nitro attachment costs $10,000 more than the non-nitro model!



SHURIKEN 1000 N
An ill timed power burst can be dangerous, but you love danger! Go for it!
140 HP 515 LBS (IT'S YOURS)

CLUBS, CHAINS AND LEATHER



At the beginning of the race, you only have your fists and feet to use against the other participants. However, you can blag a couple of different weapons to increase your damage potential. The club (as seen in Road Rash I) disposes of riders with relative ease, but you have to be quite close to use it. Your luck's in if you get the chain. This is just as effective as the club, but works at a longer range as well!

ALASKA: GOLD RUSH

The rough terrain of Alaska is your first destination. Plenty of tough turns await on this level. Also, the road is littered with potentially dangerous debris. The in-game description names this as one of the toughest tracks!

HAWAII: MOLOKAII EXPRESS

Sun-drenched Hawaii is your next Rashin' location! This level is noted for the density of the road-side obstacles, especially the trees! Watch out when taking those corners or you might be going home in a teak overcoat...

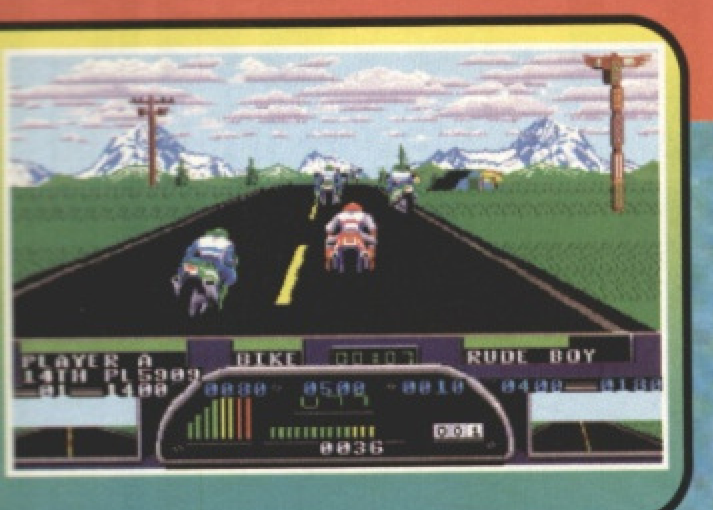
ARIZONA: HOODOO'S REVENGE

The baked dirt and sand of Arizona lend themselves well to the Road Rash tournament. Although quite easy to conquer on earlier levels, the action really hots up on later stages - with some especially difficult hazards to overcome!

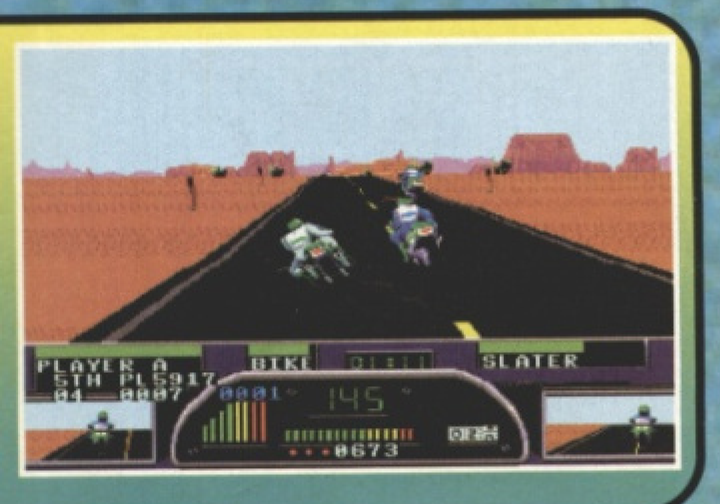
TENNESSEE: SMOKIN' MOUNTAIN

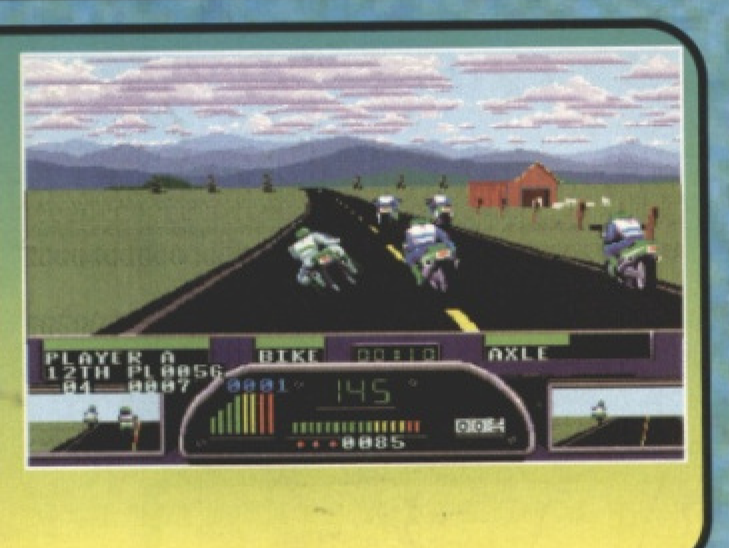
Tennessee's highway is situated on very mountainous terrain. As you might imagine, this roughly translates into a very bumpy road. The high altitude of the mountain also lends itself to a damp atmosphere and thus, a slippery road!

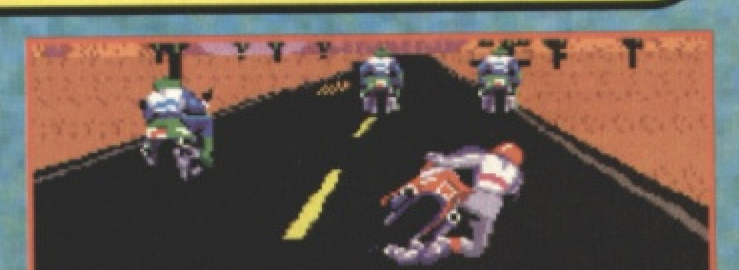












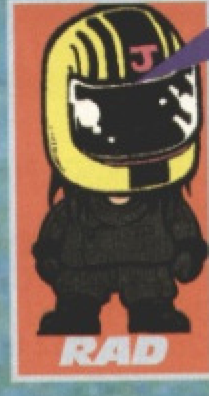
VERMONT: MAPLE RUN

Maple Run sounds very easy to complete, but in fact it's one of the toughest races available in the Road Rash tournament! Keep a look out for bumps on the road that send you flying. You can't steer whilst in the air and you might land straight in front of a rock!



COMMENT

Being completely motorbike mad, Road Rash is one of my all-time faves, and this sequel has been the cause of much anticipation since it was first announced. Now I've played it, my feelings are mixed. This is more of a Road Rash with extra bits rather than a completely new game. The two-player mode is great fun, and the new bikes offer plenty of high-speed scratching. The problem is that those are the only real enhancements. Twistier tracks, motorway sections, real race tracks, off-road sections, trick riding, very congested roads and even stunts are things I'd have loved to have seen included in this. Sadly, the programmers have opted for the same game formula as the first, and as such Road Rash experts will find themselves simply applying the same tactics they learned in the previous game to beat this. Yes, it's a bit more challenging than the first, but really it's not as difficult as it should be, especially when you consider how similar the games are. The overall mark we've given is really for the benefit of those who haven't already got Road Rash in their collection, since taken as a game in its own right it's the most exciting and addictive racing game available on the Megadrive. If you've already got the original, though, there simply isn't enough enhancements and new features in this to justify buying it.





PRESENTATION

95

▲Excellent. There is a selection of 15 bikes, a password feature, 25 different races and some cool character screens for each rider!

GRAPHICS

92

▲Smooth, fast 3D update and superb animation on the bikes. There's plenty of variety in the backdrops too.

SOUND

78

▲Some decent effects - exactly the same as Road Rash I!
▼The music's not as good as the original. Perhaps EA should update their music player routines as well...

PLAYABILTY

91

▲Easy to get into and great fun to play. The two-player mode is an excellent laugh as well.

LASTABILITY

93

▲The two-player mode keeps interest high, even after you've completed every race in one-player mode (which is extremely difficult!).

OVERALL

93

A bit too similar to the original perhaps, but Road Rash II still delivers in the fun and excitement departments. The best Megadrive road racer!

THE HOT SPOT







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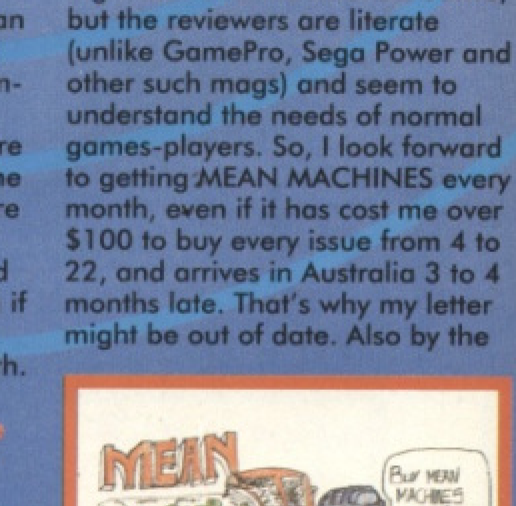
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- choose from top titles!
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MEAN YOB

They seek him here, they seek him there, he manages to get to people everywhere. YOB is here again to answer your letters, to wind people up and make them laugh. If you've got something entertaining, inane, informative, constructive or even destructive to say, or have pictures, photos or whatever, send them off to:

THE SADNESS THAT PREVAILS DOES SOMETIMES MAKE ONE WONDER MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



▲ A fine efort from somebody whose name rubbed off. Doh!

WHERE ARE YOUR EYES?

Dear YOB
What an excellent idea it was to split your magazine in two. Now people no longer have to pay good money to read half a magazine. I find it very confusing to read about a review, to find out that the game is not out yet. Surely at the end of the review, you could put the scheduled date of release. Furthermore, I for one would find it very useful if you released a booklet regrading the percentages to put the games in context with other games of today. Also, it would be good if you could put an alternative box in which to compare the best game of a genre to the one to the one that you are reviewing. Finally, it would be a good idea if you could tell us what has been released in each particular month.
James Young

YOB: We put the release date on the reviews - you're obviously not looking hard enough. If you like, we'll print it in braille. As to your second point, is that not what the Complete Guide at the back of the mag is? Doh! Your other idea is quite jolly, and I've passed it on to Jazza to stick in his Quite Jolly Ideas file.

TOO MUCH OF A GOOD THING

Dear MEAN YOB
To start with, MEAN MACHINES is great. Not only are the reviews amazingly accurate, the news flabbergasting, the rating system ingenious and the insults creative, but the reviewers are literate (unlike GamePro, Sega Power and other such mags) and seem to understand the needs of normal games-players. So, I look forward to getting MEAN MACHINES every month, even if it has cost me over $100 to buy every issue from 4 to 22, and arrives in Australia 3 to 4 months late. That's why my letter might be out of date. Also by the



▲ This job comes courtesy of Mathew Grainger. Don't give up the schoolwork Matt.

time I get the mag, all the competitions have expired - so please send me the star letter and a Super Nintendo, autographed by you. If you didn't like that last sentence, white it out and forget about it. I hope you lot get a good laugh from my comic in return for the laughs I've had from from YOB and Jazza's final bit.
Even if you do print this letter you don't need to print that last bit. Start printing when I put the antlers on... Now! I am a bit annoyed at the moment about quite a few things, but I won't go into any of them except this one (because the others are not to do with video games). Game licenses. What is it with the people who make video games, these days? They get terrific licenses and then stuff them up. Terminator, Navy Seals and Star Trek are prime examples but then they ignore the potential of some excellent action movies, and produce games of Hudson Hawk, Darkman and Moonwalker. What about good films like Delta Force, The Punisher and how about the fabulous Akira? There could be a Road Rash-esque section on the motorbikes, a Crackdown type section looking for Tatsuo in the hospital, and a shooter with the big laser cannon, and eventually Tatsuo himself.
But with such great games like Streetfighter II about, one realises how good video games can be, so it is sad that the people who make games seem to be just churning them out, often just to make money without thinking about the players. I may drop by if I ever get to England. Until then may the Force be with you, and may Jeremy Beadle's car explode with him in it.
Tom Emery, Victoria, Australia
YOB: Hmmm. An Akira bike game would be fab! Anybody else got any suggestions for potential mega games?

MARIO VS SONIC BOREDOM

Dear YOB,
Personally I think that your mag is one of the best on the market, or rather the best mag on the market. Anyway I think that what you are doing with MEAN MACHINES SEGA and NINTENDO MAGAZINE SYSTEM is a really mega idea. Now let me settle a few arguments on Sega and Nintendo which are getting on my nerves. A lot of Mario freaks say that Mario 3 and 4 is better than Sonic therefore Mario is better than Sonic well I've got news for you Mario freaks; there is only one Sonic and 4 Marios what do you expect is going to be better. Well I think that Sonic one is better than Mario 1 and 2 and that is just the first when part 2 comes out it may even be better than Mario 3 and 4 so you Nintendo Mario lovers better start thinking of some new news before you say Mario is better than Sonic because it ain't! Please put this in both MEAN MACHINES SEGA and NINTENDO MAGAZINE SYSTEM because my point must get across to every MEAN MACHINES reader on this earth. Anyway keep up the good work up there.
Adie Okunola, London
YOB: Yes, lots of people seem to be working themselves into a fanted about Mario Vs Sonic. They're all sad beyond belief and should be made to play Spectrum games for the rest of their lives...



▲ ***A disturbed vision from trainee serial-killer "Fingers" Highley. Good innit.***

ARE YOU SITTING COMFORTABLY?

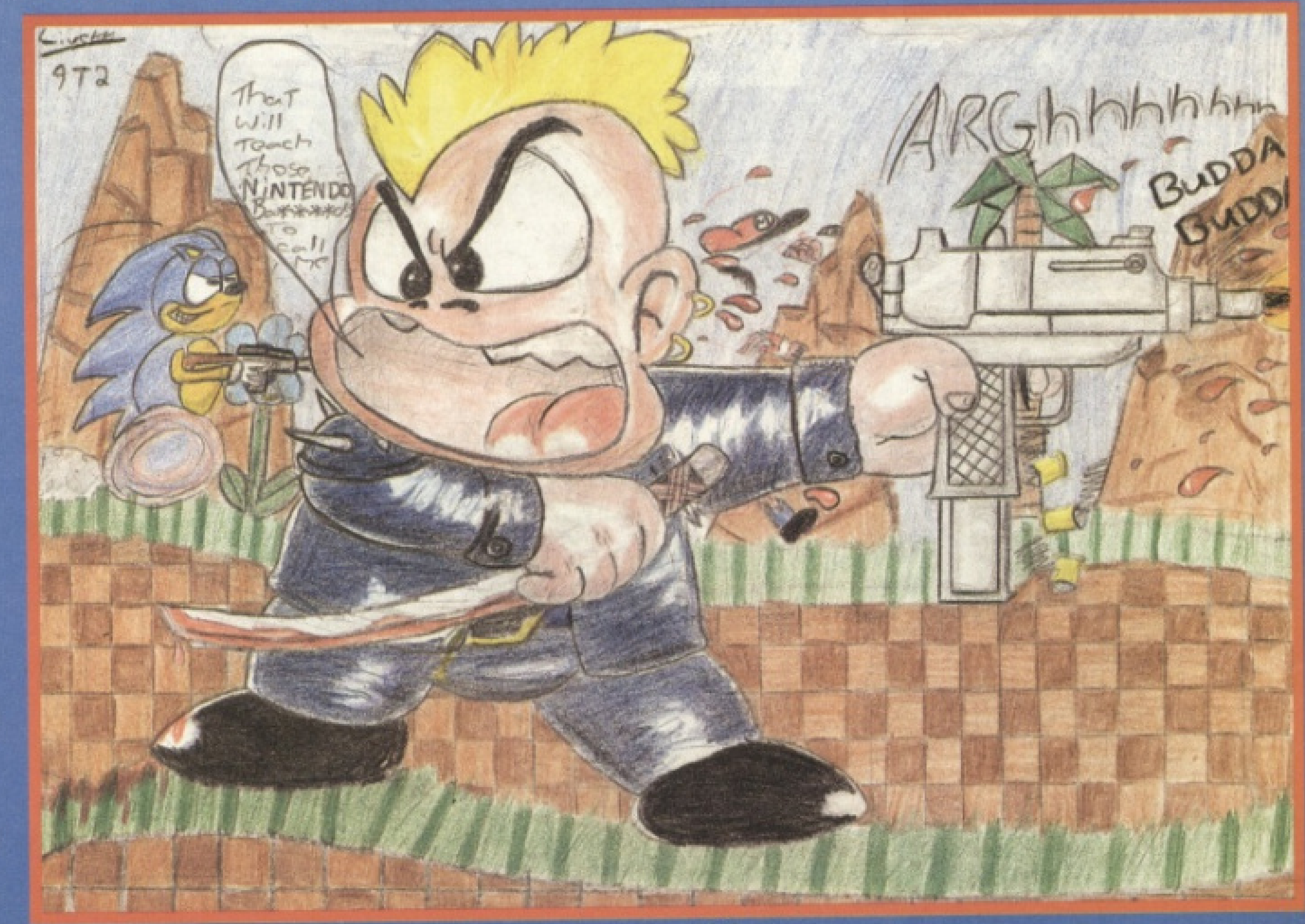
Dear YOB the slob
Don't you think Trumpton is a brilliant TV programme? With brilliant characters like Hugh, Pugh, Barney mgroo [sic], Cuthbert, Dibble, Grub. I think it's ace, so suck eggs you dirty old farty pants man.
The Fart Master, Marioworld
YOB: Sorry, mate. Chigley was miles better. Time flies by when you're the driver of a train, riding on the footplate there and back again....

SO SAD, NEVER MIND

Dear YOB
I would just like to say what a prat Gregory Marsh from London is who wrote in saying that all us console chaps (and chapesses) are kids. I am 14 and have a Megadrive, Master System and NES which I enjoy playing on very much. I buy a lot of console I magazines, and I am a regular reader of MEAN MACHINES SEGA cos it's an ace mag. However, I do not refer to myself as a kid just because I am interested in video games. I also have a 520 STFM and I read ST Format, Atari ST User, and various other ST mags, which I find interesting. So I don't think that computers are just for adults or people who own an Escort XR2i.
PS We own a Peugeot 405 SRi, so ner Greg.
Anon
YOB: Well, that's him sorted...

STAR DONUT

Dear MEAN 'Con' MACHINES
I went and bought your MEAN MACHINES SEGA. I looked through it and watched the tape and thought what a con, I've just spent four pounds on that. I've been buying MEAN MACHINES



▲ ***More sick scribblings. This time from the deranged pen of David Livett.***

since issue 1 but I don't think I'll get it again, so don't expect me to spend the odd fiver a month on your *!@&~ magazines.
Mario Nicholas, Cheshunt, Herts
YOB: First of all, the video cost an extra £2, since the normal price of the magazine is just under £2. Doh! Secondly, it's a one-off. We wanted to give you readers the chance - and it's the ONLY chance - to actually see and hear Sonic II being played before the game is released. If you didn't want the video, you shouldn't have bought it in the first place. Doh!

ZZZZZZ

Dear Mean YOB
Now that the Super Nintendo has finally arrived in Australia, I am distressed to see that Sega are reacting badly. The amount of advertising on TV about the Megadrive has gone down and they actually think they need to give away £150 worth of free software with the Megadrive to make it sell.
I think this is wrong, you buy a machine for games not for freebies. All the Megadrive owners needn't worry about the Super NES invasion, so stop writing in to complain about it. Anyway, the Megadrive hasp heaps of games and the Super NES will only have 25 games available by Christmas in Australia! Thanks for reading this letter, you can insult me now because I have finished.
Tim Chimielewski, Victoria, Australia
YOB: Okay, man with the stupid surname.

A SATISFIED CUSTOMER

Dear YOB
All I am writing for is to say how brill your video was. Truthfully I was expecting one of you lot to bore us to death, instead I was amazed because I was totally and utterly gutted because of the quality of the video produced. In simple terms, no rubbish.
Sonic 2 looked to be amazing and so fast, but at the other end of the scale was Tazmania on the Game Gear. I've seen some sad games, but this takes the award for saddest of the year. I would say the game looked and sounded like a load of old rabbit droppings! As MEAN MACHINES SEGA is for ALL Sega consoles I was expecting some Master System stuff as well, but to my surprise all that was there was Gear and Megadrive. Surely you could have found even one game for the Master System? Besides that I was quite pleased with the video, so howz about one every 4-6 months? While on the subject of consoles could you tell me the best footy game on the Megadrive and SNES and if it's not much bother, a good golf game for both as well (as I will be getting either a Megadrive or SNES within the next two months) Diolch yn fawr (thanks a lot)
Mark Wheeler, Gwaelod-y-Garth, Wales
YOB: We tried to get hold of Master System stuff, but sadly it didn't arrive in time for the video. Ah well! If people like the video enough, we'd love to do another one - but only if you want it. Let us know what you think. Hwyl! (See ya)

NO CHANCE

Dear YOB
Is this letter the shortest letter you ever received?
S Wilson, W Midlands
YOB: No.

SEND TO Q+A NEXT TIME

Dear YOB
I am wondering if you can help me. I have an American Game Gear and I would like an AC adaptor for it, but I can not get hold of one from anywhere. The fitting on the English adaptor is too big for the Game Gear socket. Please can you tell me where I can get one from. I will be grateful for any information.
A R Wise, Coldharbour, Surrey
YOB: Hmmm. You can actually buy four-way power supply adaptors that'll let you use your Game Gear with an official power supply. Take the machine an power supply to a specialist electrical store like Maplin or Tandy and they should be able to sort it out...



▲ Bog-related buffoonery from that master of mirth and son of Mr and Mrs '92 - Danny '92



▲ Kris must have borrowed the school chalk and a pair of boxing gloves to do this.

BO-O-O-O-ORING

Dear YOB
My two friends, Tim and Paul are constantly bitching at each other about there console/computer. Tim has an Amiga and Paul a Megadrive, which are both good but I prefer the Amiga. In class today they were shouting at each other like hell. Paul says you get better games on the Megadrive, maybe yes, but loom at Monkey Island 1 and 2, and the Amiga has printing facilities. What do you think?
Sam, Knaresborough, N Yorks.
YOB: I think they're both sad, brainless pillocks who should be strung up from the nearest gallows.



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HIGH SCORES

Hello, good evening and welcome to MEAN MACHINES SEGA's first ever high scores page. It's the section that gives you the chance to show off to all and sundry about your remarkable game-splaying prowess. However, even if you're a complete baboon with hooves instead of hands, you shouldn't have much trouble beating the motley assortment of scores detailed hereabouts. If you reckon you're a bit of a Sega hardcase post your scores, along with a few details of how you achieved them to us here at: THIS IS BIG ENOUGH TO MAKE YOUR EYES WATER AND NO MISTAKE, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



MEGADRIVE

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.

BLOCK OUT
193,881, got to level 8 from level 0, Flat Fun mode
Dan Towes, Gillingham, Kent.

CALIFORNIA GAMES HALF PIPE
53,000
Dan Towes, Gillingham, Kent

DOUBLE HALF PIPE
78,495
Dan and **Ross Towes**, Gillingham, Kent.

FOOTBAG
463,320, on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent.

DOUBLE FOOTBAG
322,990 Earth gravity
Dan and **Ross Towes**, Gillingham, Kent.

SURFING 9.6
Turbo board
Dan Towes, Gillingham, Kent.

SKATING
9,000
Dan Towes, Gillingham, Kent.
BMX 134,650
Ross Towes, Gillingham, Kent.



DECAPATTACK
Completed with 6 lives left, 2 lives lost, 0 credits used
Dan Towes, Gillingham, Kent.

DESERT STRIKE
369,600
Chester Greenidge, East Dulwich, London.

DICK TRACY
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent.

FANTASIA
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

GHOULS 'N' GHOSTS
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett, Co Durham.



GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent.

HELLFIRE
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent

MERCS
719,750 completed in original mode
Ben Lawn, Harlow, Essex.

MICKEY MOUSE
1,254,700, completed on hard mode
Dan Towes, Gillingham, Kent

MIDNIGHT RESISTANCE
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent

QUACKSHOT
876,500, completed with 7 lives left
Dan Towes, Gillingham, Kent.

REVENGE OF SHINOBI
362,800, level 7-1
Bavid Banford, Lewes, E Sussex.

SONIC THE HEDGEHOG
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

STREETS OF RAGE
528,600, completed on Normal level
Dan Towes, Gillingham, Kent.

TOE JAM AND EARL
1,295, completed with Toe Jam
Dan Towes, Gillingham, Kent.

WARDNER SPECIAL
471,900, completed without using a credit
Dan Towes, Gillingham, Kent.

WHIP RUSH
1,561,400, completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill Consett, Co Durham.

MASTER SYSTEM

ACTION FIGHTER
1,250,550, completed
Christopher Clarle, Wigan, Lancs.

ALEX KIDD IN MIRACLE WORLD
69,200, reached level 15
Christopher Clarle, Wigan, Lancs.

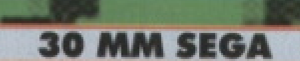
SONIC THE HEDGEHOG
311,200, completed
Jamie Carpenter, Southwell, Notts.

SUPER KICK-OFF
25-2, both teams on division 3
Jamie Carpenter, Southwell Notts.

GAME GEAR

MAPPY
287,860, level 58
Paul Haseldine, Stapleford, Notts.

SONIC THE HEDGEHOG
1,070,210, finished with all jewels
Paul Haseldine Stapleford, Notts.



Q+A

His answering trousers, for they are special. His mailbag, for it is large. His answers, for they are thick with fact. If you've got stuff that needs answering, send your queries off to: HOORAY HOORAY ITS STUFF FOR Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

COME CLOSER, FRIEND

Dear Jaz,
I have a few questions for you to answer, by the way I have got a Master System.
1 Will Taz Mania ever be coming out on the Master System? If so, when?
2 When will Streets of Rage be coming out for the Master System and when will you be reviewing it? Will Streets of Rage 2 ever be coming out for the Master System and is part one going to be any good?
3 Will Strider 2 ever come out for the Master System and if so, when?
4 Will Superman ever come out for the Master System? If so, when?
5 On Sonic 2 on the Master System can you be Sonic and Two-Tails at the same time or one after the other? When will you be reviewing it?
6 Will Final Fight, Aquatic Games and Green Dog ever come out for the Master System?
7 I would like to make my own game for my console. How would I go around making it and how much would it cost me and how long would it take?
8 Was Julian and Angus on You Bet when the boy said he could name five games by listening to the sound for five seconds?
9 What is your fave game for the Master System except the Wonderboy games?
David Henderson, Oxford.

JAZ: 1. Yep - check out the review in this month's ish. 2. Yes, towards the end of the year - as for the rest wait and see. 3. It looks like a February release at the moment. 4. Possibly Easter next year. 5. Again, check out this issue. 6. Nah. 7. About £50,000 and about a year's worth of programming. 8. You bet! 9. Impossible Mission.

I LOVE MY SHIRT

Dear Jazza,
I have some questions for you to answer.
1 In my home town everyone is selling their Megadrive for a SNES do you think that is a good thing to do?
2 Will Streetfighter 2 be coming out on the Megadrive?
3 A boy in my town thinks the SNES is far better than the Megadrive do you agree with him?
4 When will the Mega CD be released?
5 Is Alien 3 any good on the Megadrive?
6 When will WWF be released on the Megadrive?
7 Will WWF be any good?
8 What do you think of Two Crude Dudes on the Megadrive and F22 on the Megadrive?
9 Will Final Fight come out on Megadrive?
David Taylor, Caithness, Scotland.

JAZ:1. Not unless you want to play SNES games. 2. Indeed it is. Check out the news! 3. No. 4. The latest date from Sega is January. 5. Yeah, it's great. 6. Christmas. 7. Dunno. 8. Crap 'n' skill (in that order).

SWING YOUR PANTS

Dear Jaz,
Please, please, please answer these questions because I'm desperate to know!
1 Does Fatal Fury look any good on the Megadrive?
2 Does Streets of Rage 2 have graphics as good as Streetfighter 2?
3 Is WWF on the Megadrive as good as the Super NES version and is it exactly the same?
4 Is Fatal Fury the same as the Neo Geo version?
5 Finally please give me the release dates for these games - WWF, Fatal Fury, Streets of Rage 2 and James Bond.
Please answer these questions as I am dying to know.
Neil Star, Kingswinford, West Midlands.

JAZ: 1. Looks okay - but wait for the review. 2. Not exactly. 3. They look very similar - but I won't pass comment until I've played the final version. 4. Similar. 5. WWF, Streets of Rage II and James Bond Xmas, Fatal Fury, February.

NELSON POLO

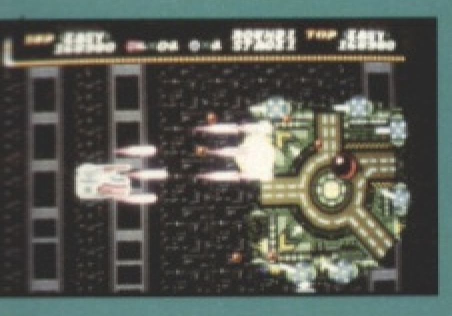
Dear Jazza,
Firstly I want to tell you how proud I am to have a magazine as good as yours in my grasp. I also want to tell you that the games index at the back of the new Sega mag is totally radical! In fact it's so good that I bought the good rating games ie Afterburner 2, Gynoug, Hellfire and Desert Strike. To my amazement they all correspond to your overall ratings. Lastly I want you to answer a few fascinating questions for me. Thank you.
1 Will Strider 2 come out on the Megadrive?
2 Can you give me a full list of all Mega CD games that are out?

THE LOOKING EYE

Dear Jaz,
I have a Game Gear and would like to ask some questions.
1 Will Sonic 2 be as good as Sonic or will it be better?
2 When will Lemmings be coming out for the Game Gear?

3 What is the best shoot 'em up on the MD?
4 What is the best beat 'em, up on the Megadrive?
5 Which is better, the Megadrive Streets of Rage 2 or the SNES Streetfighter 2?
Fozzy, London
JAZ: 1. Yes, February. 2. Only Thunderstorm FX is worth buying - wait for the official release of the machine. 3. Hellfire. 4. Streets of Rage. 5. Streetfighter II.



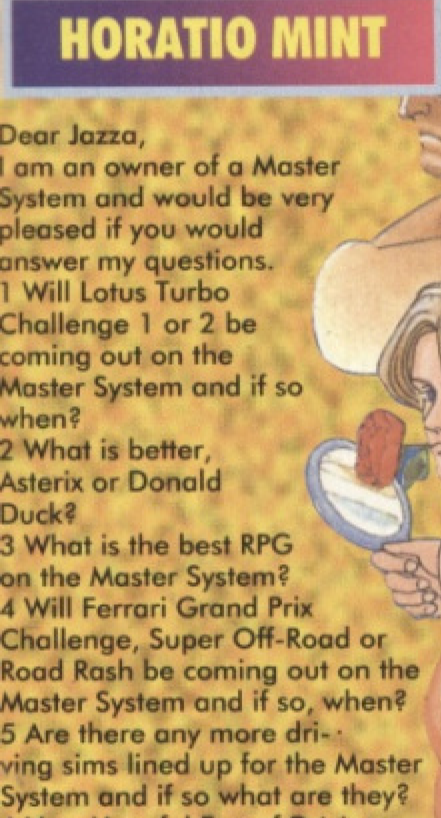




3 Which hand-held machines are better for graphics - Game Gear or Lynx?
4 The Game Gear has the least amount of games will there be more games produced?
5 Is the price of Game Gear games coming down?
Nigel Hughes, Hitchin Herts.
JAZ: 1. Better. 2. November. 3. Lynx. 4. Yes. 5. No.

HORATIO MINT

Dear Jazza,
I am an owner of a Master System and would be very pleased if you would answer my questions.
1 Will Lotus Turbo Challenge 1 or 2 be coming out on the Master System and if so when?
2 What is better, Asterix or Donald Duck?
3 What is the best RPG on the Master System?
4 Will Ferrari Grand Prix Challenge, Super Off-Road or Road Rash be coming out on the Master System and if so, when?
5 Are there any more driving sims lined up for the Master System and if so what are they?
A Very Hopeful Fan of Driving Sims Living in Tynemouth.
JAZ: 1. No. 2. Donald Duck. 3. Check out the index at the back of the mag, but I reckon the Phantasy Star games are best. 4. No. 5. Not at present.



MOON MONKEY

Dear Jazza,
Please could you answer my questions so that I can make my mind up about whether I buy a Mega CD from America when I go.
1 Will the American Mega CD work on the English Megadrive?
2 Will Streetfighter 2 and the Terminator 2 arcade game come out on the Mega CD?
3 How much will Streetfighter 2 cost and when will it come out for the Mega CD?
4 And finally is Wonderdog worth getting?
Nick Jennings, Solihull, Birmingham.
JAZ: 1. No. 2. Street Fighter II is not on CD, it's a 16-meg cart. 3. Give me a flippin' chance...

DUCKIN' AND A DIVIN'

Dear Jazza,
Please help I have phoned everywhere to try and find out when the next CES is on in Chicago. I would be grateful if you could tell me because I am going to go. Do you need to book tickets in advance to get into the CES? I would be happy if you could give me some details soon and I'm sure more people would like to know more about it.
Robert Reid, Edinburgh, Scotland.
JAZ: It's a trade only show, so if you're a member of the public you won't be allowed in. The place to call if you're still interested is the McCormick Center in Chicago - the show will be held sometime around May.

WHEELIN' AND A DEALIN'

Dear Jaz,
I have recently purchased a Megadrive and was wondering if I could connect it to an Amstrad CTM-644 colour monitor. Is it straight forward to do or do I have to see a specialist? Please print this letter as I desperately need the answer.
Josh Robertson, Limpley, Stoke.
JAZ: 1. No chance, meaty matey, not without serious rewiring.

NINJA DAY OFF

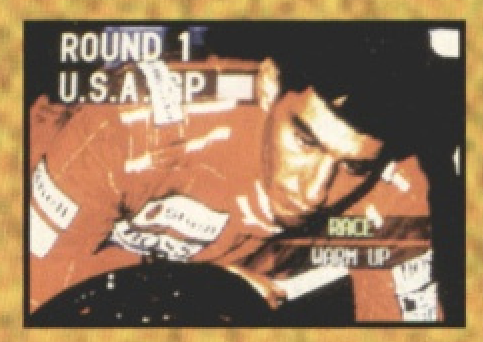
Dear Jaz,
I have not had my Megadrive long and I already have loads of questions for you. Please could you answer them?
1 What is the best boxing game on the Megadrive?
2 Will Streetfighter 2 be coming out on the Megadrive?
3 What is your best game of all time?
4 Can you get any of the Super Wonderboy games for the Megadrive?
5 Will there be a Golden Axe 3?
6 Will Shadow of the Beast 2 be coming to the Megadrive?
7 How much does a Master System Convertor for the Megadrive cost?
8 Are there any good kickboxing games for the Megadrive?
Imran Kelly, Ash, Somerset.
JAZ: 1. They're all pretty dire - James "Buster" Douglas Boxing is the least crap of them all. 2. As I've said before, read the news page! 3. Stargate? 4. Only Wonderboy IV in Monster World (which is very good). 5. Yes. 6. Yes. 7. About £30. 8. No. None at all, in fact.



YOU KNOW I HAVE A SWEET TOOTH

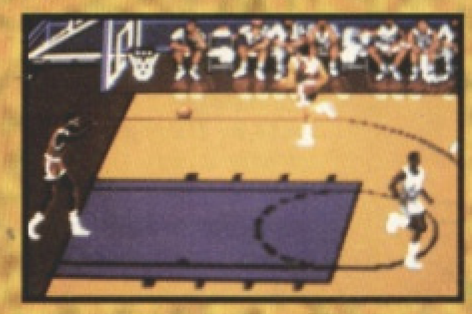
Dear Jaz,
I have some questions about the Megadrive.
1 Is Senna Super Monaco officially out yet?
2 If so is it better than Super Monaco Grand Prix?
3 Is Gynoug better than Hellfire?
Paul Gray, Bedford, Bedfordshire.
JAZ: 1. Yep. 2. Yep. 3. Nope.





WANT TO PLAY GAMES EH?

Dear Jaz,
Could you please answer my questions?
1 Is Bulls V Lakers and Jordan V Bird any good?
2 I've seen Hit the Ice on the arcade but do ya reck it's good on Megadrive?
3 My friend has a console called Micro Genius. He says it is an early version of the mighty SNES, is he right?
4 Name your best game out of Sonic, Psycho Fox or Alex Kidd in Miracle World.
LK, Luton, Beds.
JAZ: 1. Bulls is great, Jordan is bull. 2. It's okay, but is nowhere near as good as EA Hockey. 3. No. 4. Sonic.





NOW YOU'RE MINE!

Dear Jaz,
I hope you can answer my questions!
1 Do you know if Streetfighter 2 will be coming out on the Megadrive?
2 Is Wrestle War on the Megadrive any good?
Guffhed Mike, Guffhedville.
JAZ: 1. Aaaaaaaaaaaaaggggh. READ THE NEWS! 2. Yes.

HA-HA! HAAA HA

Dear mega cool King of the Consoles Jazza, I've got a few questions for you.
1 Will there ever be a Streetfighter 3?
2 Do you prefer Japanese, American or English consoles?
3 Is there a job vacancy at MEAN MACHINES?
4 Would you send me £5?
5 If not would you send me all the team's autographs?
7 Why am I such a spaz?
Rory Lewis, Streatham, London.
JAZ: 1. Yes. 2. I don't give a toss as long as it plays games. 3. No. 4. Get stuffed. 5. Paxo, boy. 7. Genes and DNA.

THIS CUP HAS SUGAR IN IT

Dear Jazza,
Please can you help me out? You see I can get a game for my Megadrive every month, but I don't know of any decent games, can you recommend any games which are good in terms of playability, lastability and most of all, graphics. Please help as I have only got two games, and I hope to get many more but only with your help.
Andrew Ince, Atherton, Manchester.
JAZ: Read the index up the back and choose.

TIMMY GRAVEL

Dear Jazza,
Could you please answer the following questions.
1 What do you think of Alien 3?
2 Do you think there is any chance of Streetfighter 2 or Final Fight being released on the Megadrive?
3 What's the worst game you have played?
4 What's the best game you have played?
Daniel Sharp, Mansfield, Notts.
JAZ: 1. Brill. 2. Final Fight is a CD-only game and will appear early next year. Streetfighter II? Wheeeee. Bongo! Bongo! Whapple, whipple. Wooo! Woo! Spiiiiing! Yowzer. Ooooo-eeee! Ooooo-eeee! Mooo-awa! Sponnnnngggg!

WE'RE BARBERS WE ARE

Dear Jaz,
Could you answer few questions please.
1 Will Streetfighter 2 ever be out for the Sega Master System? If so, when?
2 Will it be anything like the Super NES version?
Philip Golsby, Northampton.
JAZ: 1. Never. Definitely. Never, never, never. Not on your Nellie. Not at any time.

SHAKE, SHAKE, SHAKE... AND RELAX!

Dear Jazza,
I am about to own a Megadrive and I thought you might answer my questions.
1 What is the best game and worst game on the Megadrive?
2 What do you think about PGA Golf Tour, Road Rash and Wrestle War?
3 What game do you think I should get first and second?
4 I own a Master System with twenty games do you think I should sell the console with a few games and buy a Powerbase Convertor for a Megadrive?
Paul Bell, Sunderland.
JAZ: 1. Ever seen the index up the back of the mag? Use it. 2. Skill, skill, good. 3. Road Rash and PGA. 4. Only if you can afford it.





STUPID OLD RAY

Dear Jaz,
I've got a few questions and I would be grateful if you could answer them.
1 A few months ago you previewed Lemmings for the Megadrive, when will it be out and when will you be reviewing it?
2 What's Kid Chameleon like - good, bad or like a Miss Marple marathon on BBC2?
3 Got any cheats for Flicky, it's monotonous.
4 What's the best out of EA Hockey, Desert Strike, Sonic 2 and John Madden's '92?
5 When will you be reviewing Mega CD games and don't give me any crap about not being any decent games you reviewed Road Fighter didn't you?
6 Will Road Fighter be disgracing the Megadrive?
Paul Brooks, Blyth, Notts.
JAZ: 1. It's out in November - expect a review shortly. 2. Good - but it's too easy. 3. No. 4. Hmmmm. Desert Strike (at the moment). 5. When we get some games in that you can understand and aren't all in Japanese - like Thunderstorm FX.



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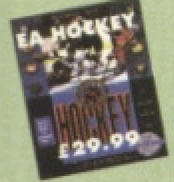
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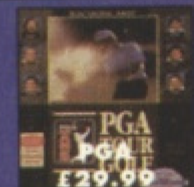


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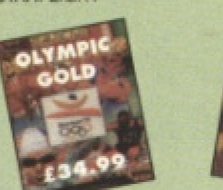


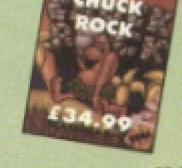



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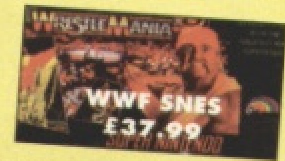
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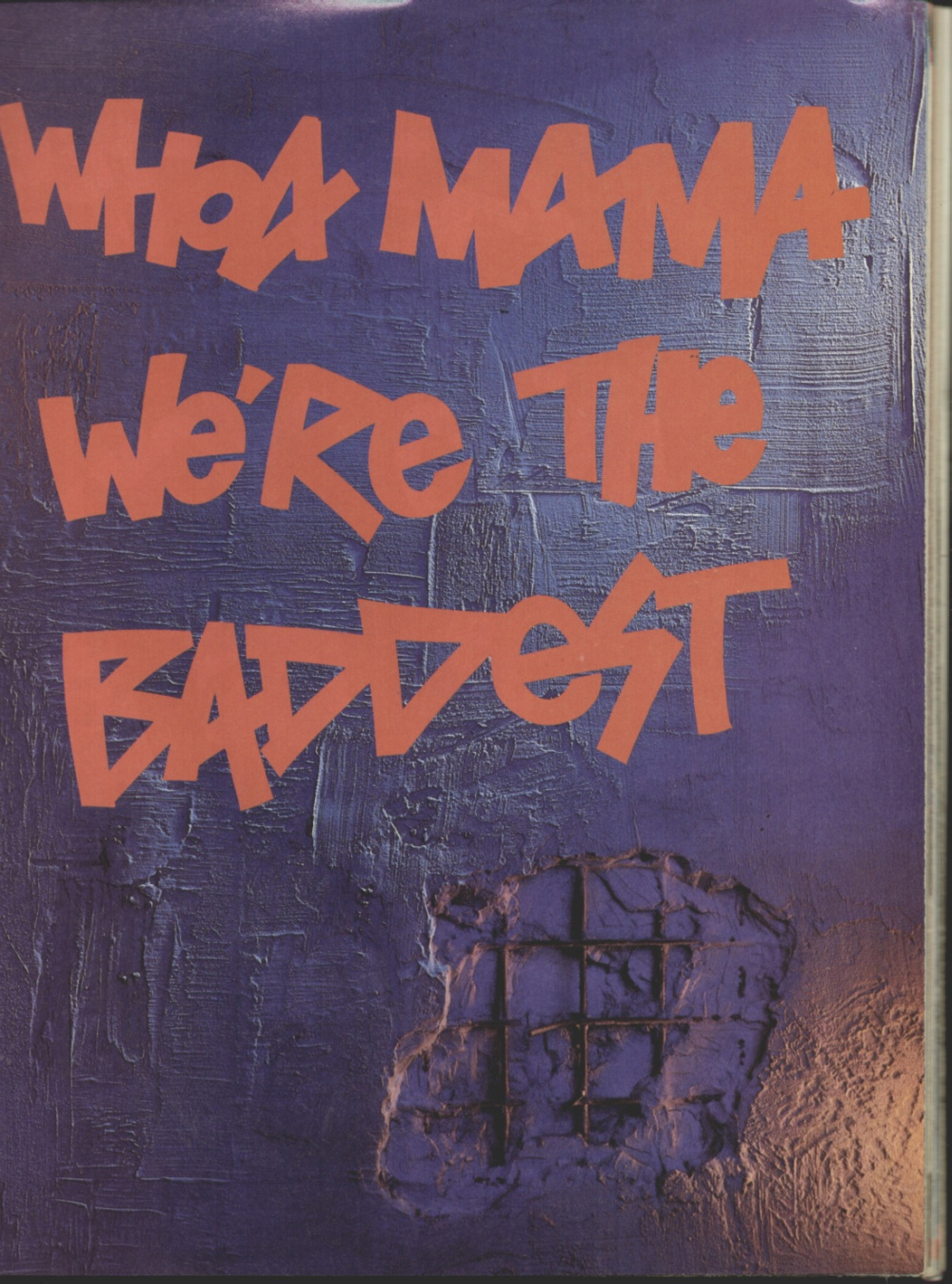
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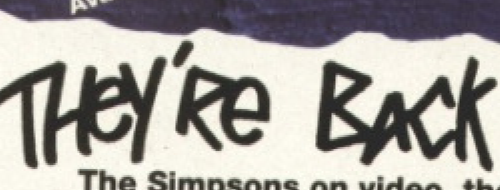
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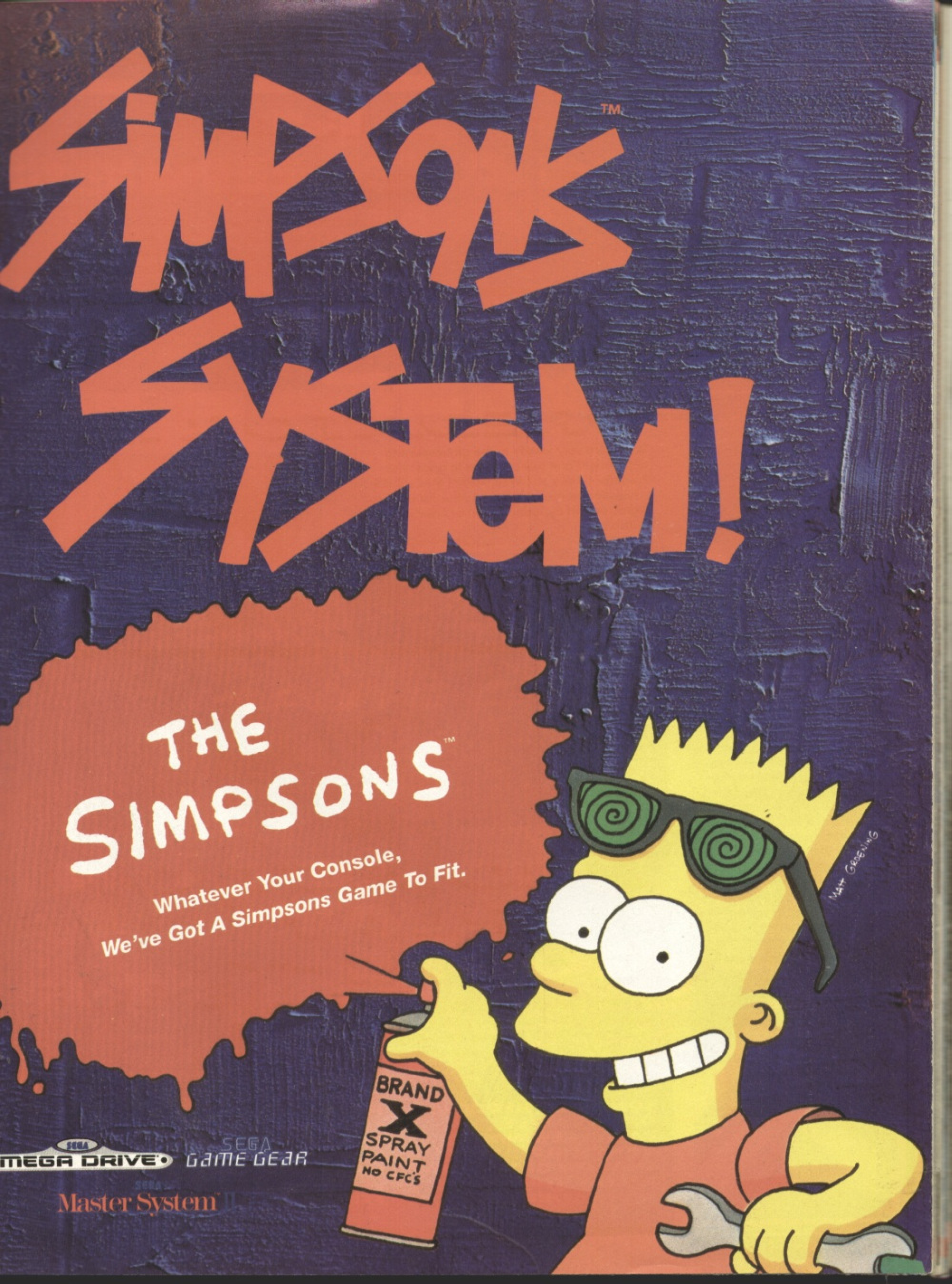


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TIPS

Hiya! Welcome to the MEAN MACHINES Tips Section! This month, although it took immeasurable effort and loads of time, we've managed to put together a massive amount of tips spectaculars, including a top Atomic Runner guide put together by none other than Paul Davies! Chuck Rock, Olympic Gold and Xenon II are also covered, providing that complete tips experience! But we want more! MORE! Get writing now with your greatest tips for your newest games! Now! The address is: THE TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll be handing out loads of topper prizes for the best tips over the next few months so get writing!



MEAN MACHINES MAPS

Here at MEAN MACHINES SEGA, we're after the greatest maps ever put down on paper. But we need your help! Grab the nearest (and greatest) game and get mapping! Try to use strong colours and keep your maps looking neat. If we can print them as is, brilliant. However, by keeping them tidy, we can reproduce them using our own fab technology here at MEAN MACHINES Central. We'll be handing out huge software bundles to the senders of the best maps, so get going! Mark your envelopes LOOK AT THE SIZE OF MY MAPS and send it to MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU!

PREDATOR II

So, you're very weedy in the gamesplaying department and just can't get to grips with Predator II then eh? Well, MEAN MACHINES comes to the rescue thanks to this list of passwords sent in by Jade Vernon of Trowbridge in Wiltshire.



LEVEL TWO:	KILLERS
LEVEL THREE:	CAMOUFLAGE
LEVEL FOUR:	LOS ANGELES
LEVEL FIVE:	SUB TERROR
LEVEL SIX:	TOTAL BODY

BUDOKAN

Fascinating. Well, that's one term to describe this tip from Toby McManus from Aberdeen. He reckons that if you choose the Bo as your weapon, hold down A, B, or C and push LEFT, you block every move your opponent makes. What's more, as this happens, your Ki level builds up. When it reaches the top, wallop your opponent. Since your Ki level is so high, the blow decks your opponent and wins you the round!

PRO ACTION REPLAY CODES



Got the US versions of the following games? Well, try out these top codes for infinite lives, sent in courtesy of Anthony Cousins of Southend-on-Sea. If any of you lot out there have any topper codes using the Action Replay, Pro Action Replay or Game Genie, send 'em in - NOW!

SONIC THE HEDGEHOG:	FFFE120003
DARK CASTLE:	FF130B0003
FATAL REWIND:	FFE0210002
ZANY GOLF	FFE9A20005
SHADOW OF THE BEAST:	FF1A17000C
DESERT STRIKE:	FF10B70003
STORMLORD:	FF0025005



FANTASIA

Hmmm, interesting... Well, any way, this little tip from Toby McManus of Aberdeen is at least. It turns out that in Fantasia, whenever you leave an area and then return, all of the notes and power-ups are returned, enabling you to collect them all over again! This way, you can get loads of lives (sorely needed in this game) and plenty of notes to satiate your Master's needs! Check out the caverns in the Earth World for tons of notes, along with the Pastorale in the Air World! Excellent! Cheers Toby.





MERCS

This shoot 'em up is one of the best available for the Megadrive with even the man Harrod singing its praises... and why not? Still, away with such idle banter. It's the tips we're most concerned with. This guide to each of the bosses should keep you amused for a while. They were sent in ages ago by Tom Barkes of Bath. Check 'em out.



MISSION ONE:

To defeat the plane at the end of this level, keep moving from the back to the front of the screen, dodging from side to side. Keep shooting at all times.

MISSION TWO:

At the beginning of the second mission, pick up the green gun and keep it until the end of the level. Now, when you face the tank, stay at the bottom of the screen and rapidly fire (an autofire pad might come in handy here). When he fires at you, use the Megacrash weapon and finish him off by running up and down the left side of the screen, constantly blasting.

MISSION THREE:

Easy! Just bombard the chopper with Megacrash attacks and keep to the left of the screen out of range of the chopper's deadly touch!

MISSION FOUR:

Shoot at the boat constantly, dodging the explosions. Now, when he fires, move from side to side. When the boat stops firing, let rip with everything you've got! Soon the beastly boat should bite the dust!

MISSION FIVE:

Move up close to the train, shooting out the turrets. Then, when the main part of the train appears, keep shooting at it (and in the air before the missiles hit you!).

MISSION SIX:

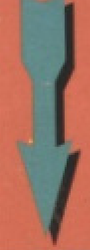
At first, use Megacrash attacks on this boss before the missiles land. Then, move around the screen in a square, shooting when you can. Easy!

MISSION SEVEN:

There aren't that many tips to give here. Just get rid of your Megacrashes as soon as possible! Then keep shooting and hope your reflexes are up to the job of dodging the flak!

SUPER MONACO GP

Digging through the MEAN MACHINES vaults, I chanced upon this pretty decent tip for Super Monaco GP I (not the Senna game). First of all, enter this code!



QQ76 2ILM F200 0000
0100 HI0F B324 5D76
CA89 EGCI 0000 0002
0000 0000 F200 2CAC

Right then, note the 0100 at the beginning of the second line. This is the efficiency of your car in percentage terms. So, with this code you've got a 100% efficient car! Good eh? Now play and look at how fast you go! The only snag is that you've got to use the automatic car - doh. To go even faster, change that 0100 to 1000 - wow! Thanks go to Geoffrey and Michael Smith of Northampton, without whom printing this code would not have been possible...



AIR DIVER

This game may be aaaaaages old, but this set of cheats from Mark Lewis of Walthamstow are quite smart. Okay, listen up. To get to the special stage and gain immortality, when the map screen leaves the plane over the ocean and hold down START. While your holding it down, press A, B, C, B, A, A, B, C, B, A. Now release START and choose one of the following:

MOTHERSHIP: To get to the Mothership, hold down B.
LAST BOSS: To see the last boss, press down C.
ACE: To fight the Ace pilot, hold down A.
INVINCIBILITY: For total invincibility, hold down START and keep it held down until you leave the hangar.

TOM FOOLERY

These codes, also sent in by Anthony Cousins of Southend-on-Sea, enable you to gain infinite lives, this time using just the bog standard Action Replay. They also work with the Pro too, coo! Again, they only work on the US versions of the games.

TAZ-MANIA:
FFD45B0003

CADASH:
FF0E510030

SPLATTERHOUSE II:
FF00170004

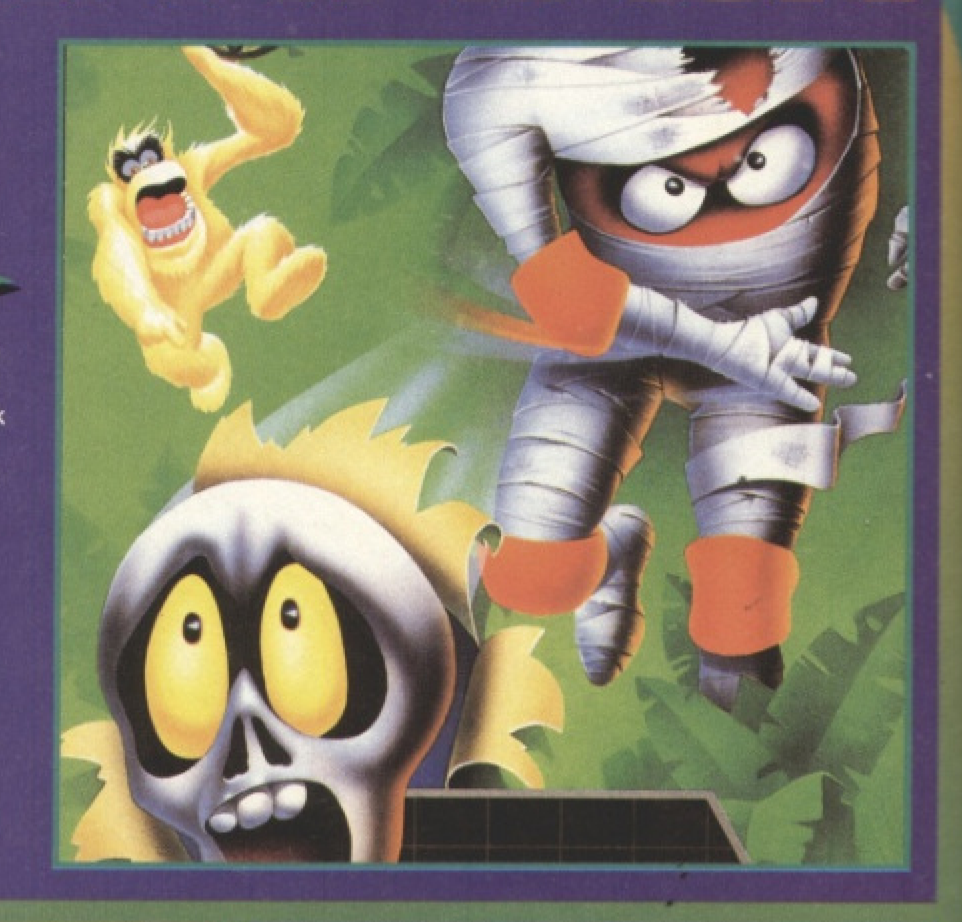
WIMBLEDON TENNIS

Alex Trebowicz of Ealing reckons himself as some kind of cunning individual. And why not when you come up with top tips-related goods like this? This code for Wimbledon Tennis "powers-up" your player and gives him the best possible power, speed and skill! Good eh? Well, here's the code!


EFJ DER XHA<P>

DECAPATTACK

Here's an incredibly useful strategy thought up by Jay Merrick of Stockport. It's an excellent plan of action to get rid of the main beastie at the end of the game!



First of all, it's vitally important to save up your potions. They aren't really needed so much in the bulk of the game. Instead, save them for the boss and let rip with all of them before he can begin to attack you. You now have the excellent basis on which to destroy the guardian.
After this, use a series of short, sharp attacks on the behemoth, centring your attention on the head. Don't stay there too long, or he's bound to let rip with a hideous, lethal attack. Just keep repeating that and the final boss should be defeated!

ASTERIX



Yikes! Gregory Nutley from Wood Green in London has sent in an exceptionally devious cheat for this completely fab Master System title. It lets you get a massive 99 lives! Good eh? Well, over to Gregory to tell you lot how to do it.

"Go to the Cannon Level 4-2. After killing the man on the carpet go into the cannon pointing up-right and blast off. You land behind two cannons, one pointing up, the other pointing up-right. Jump in the cannon pointing upwards to land in the clouds. Pick up the pot to get the extra life and then fall down before the pot disappears. When you land, go to same cannon and blast off again. Repeat this process again and again to get a maximum of 99 lives! This cheat works for Asterix and Obelix, but it's slightly harder for Obelix."

So there you go. Any complaints? I didn't think so.

NINJA GAIDEN

So, what have we here? A little cheat that gives you 999 combat points! Yes, that means that you can use your favourite weapon for as long as you want really! The key to achieving this is quite simple, or at least so says the bizarrely named "Matthew -G-" from Manchester. Just keep collecting the weapons and getting killed until your combat points reach 999! Easy eh?





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So, you fancy mastering the greatest Virgin Games release yet then eh? Well, you've turned to the right pages. These tips, from Chuck Rock master, James Capeling should put well on the way to the final confrontation with the evil Gary Gritter! Hurrah.



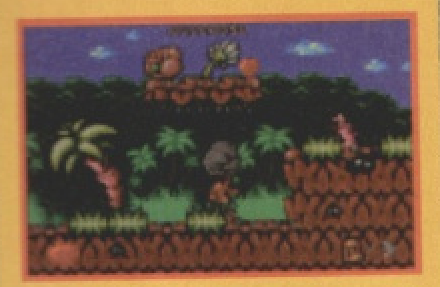


BOSS 2

Easy! Just stay around the right side of the screen. The boss should land next to you, allowing you to belly-butt him with ease. If he doesn't act in this way, jump onto the ledge and butt him off of it! Once he's in the corner, rapidly belly-butt him and he should die very quickly!



LEVEL 1



This level is very easy to finish. The programmers designed it just to ease you into the game. Master the technique of setting a rock down during this level. Just grab hold of a rock, press B and DOWN at the edge of a platform and you should be able to jump up on it, thus reaching previously unreachable parts of the game map! Hearts are found everywhere, so you shouldn't have much of a problem getting hold of extra energy.



BOSS 1

This boss is pretty easy to defeat. When he's on the right side of the screen, jump off the platform, pick up the rock, jump onto the lower platform and throw the rock to the top platform. Jump up, picking up the rock and throwing it at the boss. Repeat this seven more times to do away with the evil beast.

LEVEL 2-1

There's only one tip for this part of the game and that is don't bother with the lift. It's a complete waste of time!



LEVEL 2-2

When you get to the lift near the end of the level, chuck the rock nearby onto the lift, then touch the lift. Leap onto the rock and jump to the platform on the right. Continue right for a short cut to the exit.



LEVEL 2-3

You'll doubtless be thankful for a safe route through this level of terror. The safest route possible for this stage is just to continue along the top platforms and you should reach the exit with little or no problem.

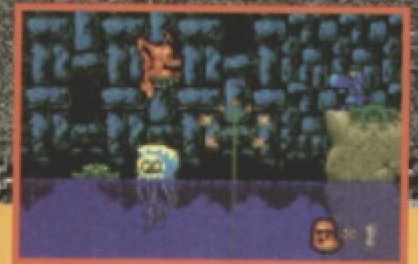


LEVEL 3-1

The safest thing to do on this level is to stick to the ground, forsaking the routes through the level that involve swimming. Sometimes, you have no choice but to swim to get around unpassable land masses. Should your energy reach dangerous levels, go swimming as most of the energy hearts are below the water level. Just don't stay there too long! Alternatively, just kick the hell out of its middle area, around the flippers and emerge occasionallyfor air!

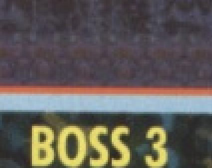






LEVEL 3-2

This level is more or less like level 3-1, but longer. Once again, going under water will lead you to the hearts quickly. However, luckily, there are few of the energy restorers on the land as well! Phew!



BOSS 3

The trick here is to stay next to the fiend's head. Once you have figured out the best distance to be from the boss's head, just kick the living daylights out of the massive guardian. He may occasionally get you with his bubble blasts, but the damage inflicted shouldn't be that significant.

LEVEL 4-1

The best tactic we can suggest for this level is to stay underwater for much of the level, surfacing only to get your breath back, or to get around the unpassable hazards like the lumps of ice. Be alert for the energy-restoring hearts. You'll need them...

LEVEL 4-2

This level can be very taxing. We recommend that you plan out exactly when, where and how you are going to attack your enemies. Also, don't lose sight of your objective - that is, don't bother collecting hearts that take you off of your route. make sure you clear the screen of baddies before you make use of the helpful creatures.



LEVEL 4-3

No specific tips really work for this level - just stay alert for the various dinosaur-related hazards that crop up and be sure to grab those hearts. Common-sense really.

BOSS 4

Use these tips to defeat the monster. When he jumps towards you, back off. When he decides to jump back, jump and kick him between the eyes! When he sucks you towards him, press LEFT but don't try to attack or jump. When he shoots snow up into the air, stay still and two flakes should land either side of you. When he jumps away, jump and kick him. In doing this, you should avoid three smaller snowballs. Use this method to dispatch the Great Woolly.

LEVEL 5-1

There are individual tips that allow you to defeat each of the monsters you meet on level five. Check it out:

Buck-Toothed Green Monster: Throw a rock at him, or do a flying kick
.

Green Monster: Belly-butt him, continuing to do so in case he's a demon.

Mummified Dogs: Any way you fancy, really!

Dinosaur Skeleton: Ditto!

Flying Skeleton: Use a flying kick, or a rock, if you fancy.

Green Blob: In mid-air, use a flying kick. When you land, use a belly-butt

LEVEL 5-2

The safest route is to get through using the top platforms. Don't bother attacking the creatures that issue forth from the well as they are invincible. Collect any hearts you find and try to use flying kicks where possible against the meanies.

GARY GRITTER: THE HARD WAY!

If you're interested in fighting the end-game boss the fair way (?), stand on the middle platform. When Gary's about to clobber you, jump up and kick him in the head as much as possible. This way does take a lot of practise...

GARY GRITTER: THE LOW-DOWN DIRTY METHOD!

Gritter has an Achilles Heel! Simply stand on the far left of the screen, but do not use the platforms. Stay on the ground and rapidly press the B button. Do NOT use the platforms - they are a waste of time. Gritter walks straight into your belly-butt. Just keep that B button pumping and you should have no problem in defeating your arch-nemesis. Once Gary's bitten the dust, sit back and watch the rather disappointing end-of-game sequence...



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Atomic Runner is one of the most intense kill 'em all, platform shoot 'em ups available for the Megadrive at the moment. It presents a fast moving battle through forced-scrolling environments swarming with deadly alien forces. Excellent reflexes and a cast-iron nerve are the credentials needed to win. Should you be feeling just that little bit inadequate here are a few helpful pointers to see you on your way.

Atomic Runner

PLAYERS GUIDE

GENERAL GAMEPLAY

Atomic Runner is one of those games where new skills are acquired as the difficulty rises. This means that something new is introduced on each level until, by the time you reach the final boss, all the stops are pulled and you need to use everything you have learned to win. Here is a list of tactics that might prove helpful.



RIDLEY

As the manual suggests these characters are quite intelligent. However they're dumb enough to conveniently leap over Chelnov's head and then it is simplicity itself to blast them out of the air and out of action.

ONLY FOOLS RUSH IN

It is easy to get into a blind panic in Atomic Runner and, before you know it, discover that another life has been lost. This can be easily avoided by holding back on the joypad every so often to clear the way ahead. Let the enemy come to you!







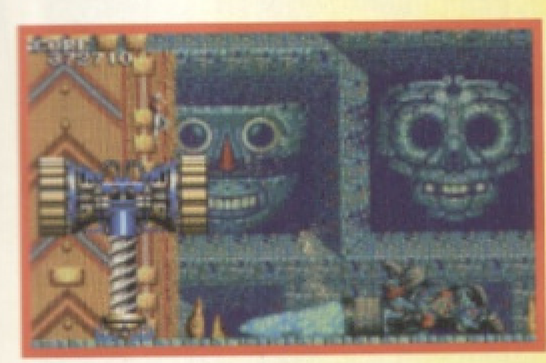


STAY LOW

It's tempting to go jumping about all over the screen to avoid being hit. Unfortunately this is also tempting fate. Chelnov is extremely vulnerable in mid flight, so only jump if it is the last option. You never know what's going to appear on-screen to knock an airborne Chelnov into oblivion.









HEAD STOMPING

A skill that is quite often forgotten is Chelnov's ability to crush his enemies beneath his feet. If he is confronted by an impossible line of enemies to destroy it might be helpul to bounce all over them, especially if Chelnov's current weapon is painfully slow at firing.

CHELNOV'S COMPETITORS

Each member of the alien force is briefed with its own method of attack. Knowing exactly what they are goes a long way to making Chelnov's task much easier. To save you the time of working these out we've done the job for you on some of the more intelligent ones.













BETIE

One of the hated threats that hail from the sky. Watch out for these owl-like mechanoids as they are programmed to swoop down and destroy the opposition. Take them out before they get the chance to attack.



RIM-BEE

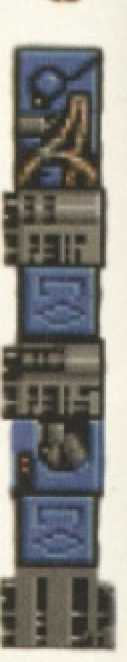
The Rim-Bees always tend to fire where they expect you to arrive should you carry on running. Stopping in your tracks until they pass over and then shooting them down is the best way to deal with them.











MID-LEVEL CRISIS

Halfway through each level Chelnov encounters a guardian. Although they are quite nasty to look at they are very predicatable and go down without too much fight. Basically just keep a good distance away and keep that finger on the fire button. The only piece of advice that can be offered here relates to the fire breathing Air Drone in level two. For this creature be sure to keep Chelnov's feet firmly on the ground when confronting the beast head on. Otherwise Chelnov can look forward to a black and dusty future as Charcoal. This is the only mid-level guardian that attacks from both sides. To get past him just bounce on his head, then turn to face the opposite direction.



D-GENERATOR

To avoid being drilled by these electro-hanging-baskets-of-death simply bounce over the top of them. Only weapons of high-power are strong enough to destroy them outright.

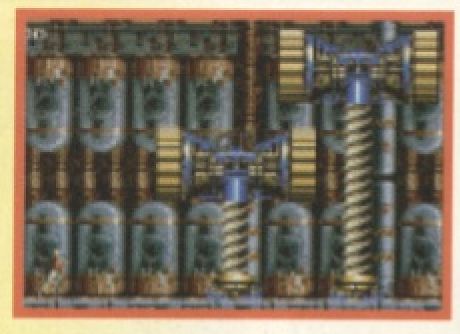
SHO-FE

The basic tactic for dealing with these spiked-shield toting assassins is to kneel and fire then stay low until the shield flies over Chelnov's head. The Sho-Fe also like to creep up behind Chelnov on some of the slopes in the game. Don't be inclined to turn and fire. The shields are somewhat difficult to avoid in these situations. Instead, wait until.Chelnov reaches level ground to deal with them.









FIRE IN THE SKY

The majority of enemy sprites hang out in the highest places (the ones that cause the most problems at least!). Keeping Chelnov's aim directed at the heavens assures much less hassle from airborne assailants.

HEAVY-VADER

Destroy the spinning thread and then bounce across the tops of these to assure a safe and easy route across these monsterpieces of mech.

Atomic Runner

AND FINALLY...

The end-of-level-bosses in Atomic Runner are certainly among the most impressive ones to be found in any game on the Megadrive. They are also some of the toughest to conquer but, by crikey, we've done it!



BRASS IDOL

Once again it is best to stay earth bound and concentrate Chelnov's fire on the eyes of this towering icon. Avoid the little Idols that he shoots from his head with a combination of fancy footwork and accurate shots.



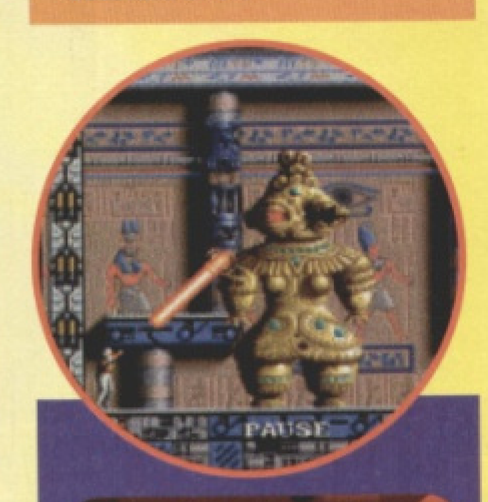
MAD-ROID

The eyeball in his stomach is the weak-point and is seemingly impossible to reach. To get to it draw the Mad-roid's fire by leaping on the spot then quickly ducking beneath his arm and letting rip. This paralyses the droid and it is possible to get into such a position as to be in a blind spot where even his bullets can't find Chelnov. The Mad-roid splits apart and Chelnov simply has the eyeball to finish off. In EASY mode this is the last Chelnov sees of the droid but in NORMAL and HARD modes the Mad-roid reforms again. No problemo! Just repeat the procedure once more and he's heavy metal history.



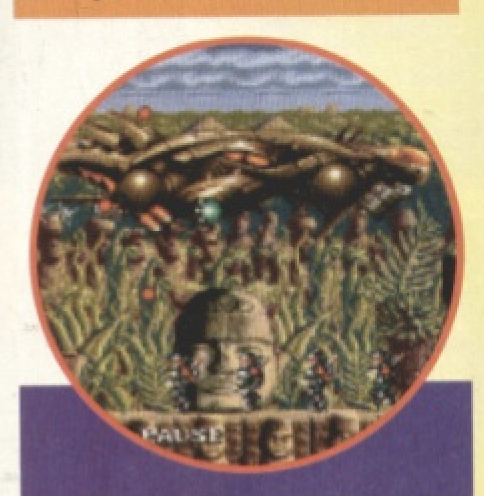
WALL DRAGON

This chap is very proud of his ornate little stretch of wall and doesn't want anyone near it. To bring him down to earth simply stay firmly on the floor and keep firing, only jump when the fiery one lunges.



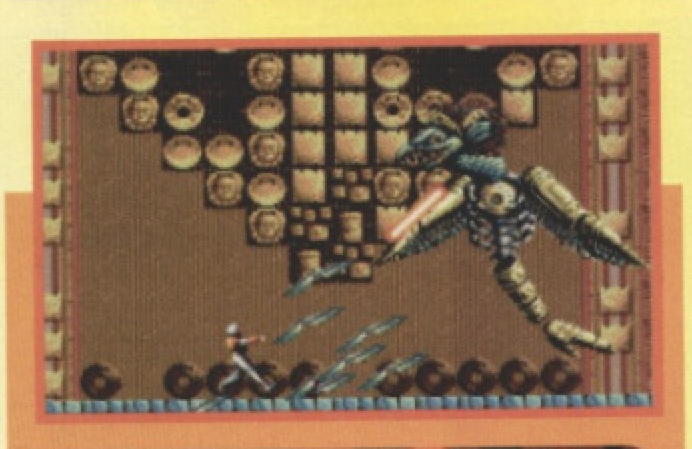
MOJO IDOL

Take out this idols eyes in the same way as with the brass idol and be prepared for when the head exlodes because it changes into a rocket powered version that trys to trap Chelnov in a corner. The small idols that are shot from the idol's head appear every fourth time. Don't let up with the fire or else Chelnov gets crushed.



DROP SHIP

The drop ship is simple to destroy with Chelnov's jumping ability powered up to the max. In this case Chelnov is able to take pot shots from the ledge at the left side of the screen. The alternative is to run about beneath the ship and do battle with the parachuting aliens, avoiding the barage of artillery.



TERRORDACTYL

The arrival of this huge feathered fiend is heralded by a bombardment of rocks that are blown off the cavern walls with the force of his wings. Terrordactyl is destroyed by firing at his chest but be wary of him as he lunges with his head. The tiny birds that the Terrordactyl spits from his mouth are no trouble at all.

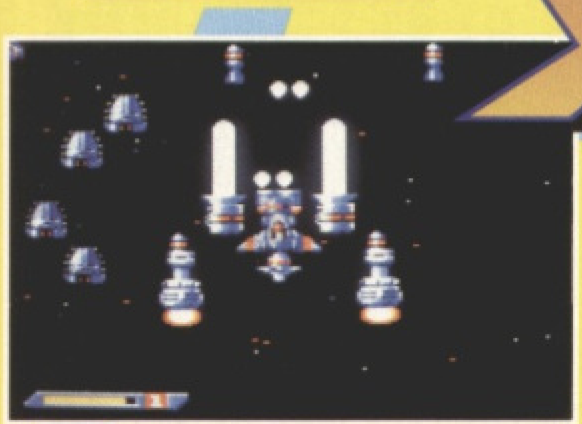




EVIL SCIENTIST

On first impressions the final boss looks a little weedy for he's just a man like Chelnov. He stands his ground in a secret hide-away blasting away at our hero with a puny laser gun. All that is required is to charge up to the guy and blow him away with Chelnov's current weapon. The Spiked Balls are the most useful weapon but only if they're powered up to their full potential. Otherwise Chelnov's pretty much stuffed anyway (to be honest). Once he has been destryed in a mass of flame the war has only just begun. A hideous head emerges from the wall. Below this is a blue heart. Blow this away while dodging the blue balls that are spat from the head's mouth and fall from the ceiling. After much dodging and a weaving the Head leaves the wall attached to a similarly grotesque, armoured body on silt like legs. It is neccessary for Chelnov to sustain his fire at this monster's head to avoid being trampled underfoot. The boss seperates from it's legs amid the punishment of Chelnov's fire and drags Chelnov with it to the pinnacle of the Statue of Liberty. Here Chelnov and the boss battle it out to the last. Chelnov needs to fire at its head to bring about the ultimate destruction and save his sister, not to mention the world.

XENON II



Here's a whole host of fabby tips for this very decent Master System shoot 'em up, supplied to us aaages ago by Mirrorsoft (before they took a financial nose dive...), so check it out for the ultimate in xenomorph disposal!

THE BOSSES

The thing to remember is that no matter what you do, only your front-fire guns and lasers do any sort of harm to the bosses, so your side-shots and rocket launchers are completely useless! So, as you might imagine, "getting below them" is the order of the day.

LEVEL GOODIE GUIDE

It's quite handy to know what power-ups are available during the level so you won't have to waste money on them when you go into the shop.

STAGE ONE

Three speed-ups.
Rear shot.
Smart Bomb.
SHOP
Whole heart.
Free cannon (yay!).

STAGE TWO

Two whole hearts.
Smart bomb.
Whole heart.
SHOP
Whole heart.
Smart bomb.
Whole heart.

STAGE THREE

Smart bomb.
Whole heart.
SHOP
Two whole hearts.
Whole heart.

THE NAUTILUS FISH

Halfway through the each level you get to take on the giant prawn monster. He is protected by a tentacle that hangs below, firing shots at your ship and even crashing into it. The tentacle can't be shot away so your best tactic is to avoid it! To destroy it, wait at the top-right of the screen until the tentacle is extended as far right as possible. Now duck beneath him and shoot! If you save your cash and get a laser you don't have to worry about the tentacle as the laser cuts straight through it!





THE CRAB

This beast doesn't have any protection to speak of, but he does have the annoying habit of swooping down on you when you least expect it - crushing you horribly! He's also a bit tricky when it comes to firing shots as he tries to predict where you're going to be. The trick is to move in a horseshoe shape moving from the top right to the top left of the screen. Pause only to shoot when you're directly below him.

THE SHOP

After battling with the bosses, you're sent to Crispin's shop, where you can buy and sell all manner of tasty weaponry and power-ups! Always check how much Crispin will buy things for because sometimes you can actually make a profit! However, as a general rule, do not buy anything. The objects you pick up are all useful and you should only buy what you're going to need any way. There are many things to buy - basically follow these priorities.

1. Go for energy first. Either buy a half-heart and a whole one, depending on how much energy you have remaining. There are occasions when hearts appear automatically pretty early on in the next level. Check with the goodie guide later on to save you wasting your money.
2. Sideshot. Be sure you're going to get as many bullets on-screen as possible by investing in this fine piece of kit.
3. Cannons are well worth getting hold of. They dispatch the meanies that got through the sideshot and leave your main shooter clear for dealing with baddies head-on. Remember that you're given one automatically near the end of stage one!
4. Double shot. This is well worth getting hold of as it doubles your main shooter's power - far better than a power-up.
5. Lasers come in handy for blowing up the bosses, but they aren't really much cop for the main blasting action. Treat yourself to one as a final treat.
6. Any cash you've got left over should be spent on power-ups and speed-ups.

DON'T BOTHER WITH...

The following items are available from the shop, but are just completely useless, so don't bother with them.

1. Autofire. Your fingers are probably a lot quicker and what's wrong with a little bit of exercise then any way?
2. Super Nashwan Power. Right, so you can blast everything in sight for ten seconds? So what? Around three (count 'em) aliens arrive for you to blast during this short period.
3. Bitmap Shades. It's a nice idea, but ultimately useless.

OLYMPIC GOLD

These tips, straight from US Gold themselves (coo), should enable any one having trouble with this decent sports sim to get further into the game. It starts with basic tips essential in building up a good technique, and then moves on to more specialised moves. What's more, the tips are for every single version of Olympic Gold - Megadrive, Master System and Game Gear! We don't like to do things by half here at MEAN MACHINES you know.

THE EVENTS

100 METRES/ HURDLES

There's not really much to say about these tactically. Find your favourite button pressing method and stick to it. For hurdles on Master System and Game Gear, tap the D-pad with your thumb just before reaching each jump. The disadvantage of using the control method mentioned earlier is that it makes it impossible to dip at the tape, although you should still get gold. Megadrive players should ensure that their joypad lead is facing towards them during the hurdles, allowing you to press the jump button.





SWIMMING

The key to achieving fast times in the swimming is restraint. Build up a steady rhythm of button presses so that you stay just in the lead for the first three lengths. Part way down the final length switch to a fast button technique, keeping a careful eye on how much energy you have left so you don't boost your speed too soon.



HAMMER THROWING

The button techniques for the Master System and Game Gear are difficult to master for the hammer, but when used properly produce the best results. Megadrive users should find the control method detailed here the best (and easiest).

GETTING TO GRIPS...





GAME GEAR

This is probably the hardest version of the game to master thanks to the problem of keeping the machine still whilst hammering the buttons. The best thing to do is to place the Game Gear on a flat surface with your left thumb on the D-pad and your fingers around the top of the case. For the speed events slide your index finger rapidly across the two fire buttons, alternately pressing each one. It may be more effective to use both your index and second fingers side by side, depending on the size of your hands.

MASTER SYSTEM

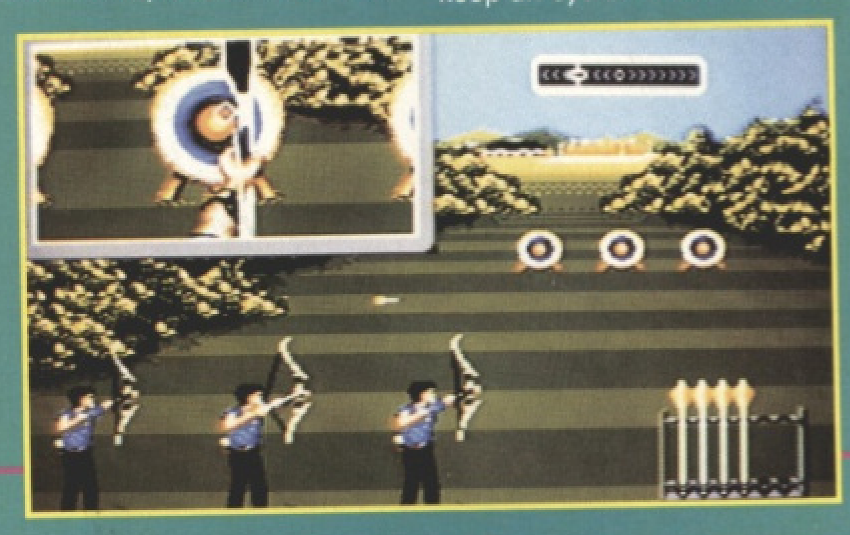
If you have problems with the two button techniques suggested in the manual there is a third method which may be of some use. Hold the control pad between your thumb and index finger so your thumb covers both fire buttons. Keep a fairly loose grip the pad may be pivoted at a point between the two buttons. When playing a speed event, vibrate your hand up and down, pressing each button alternately with your thumb. This technique can be used effectively the hurdles, 100 metres, swimming and hammer throwing.

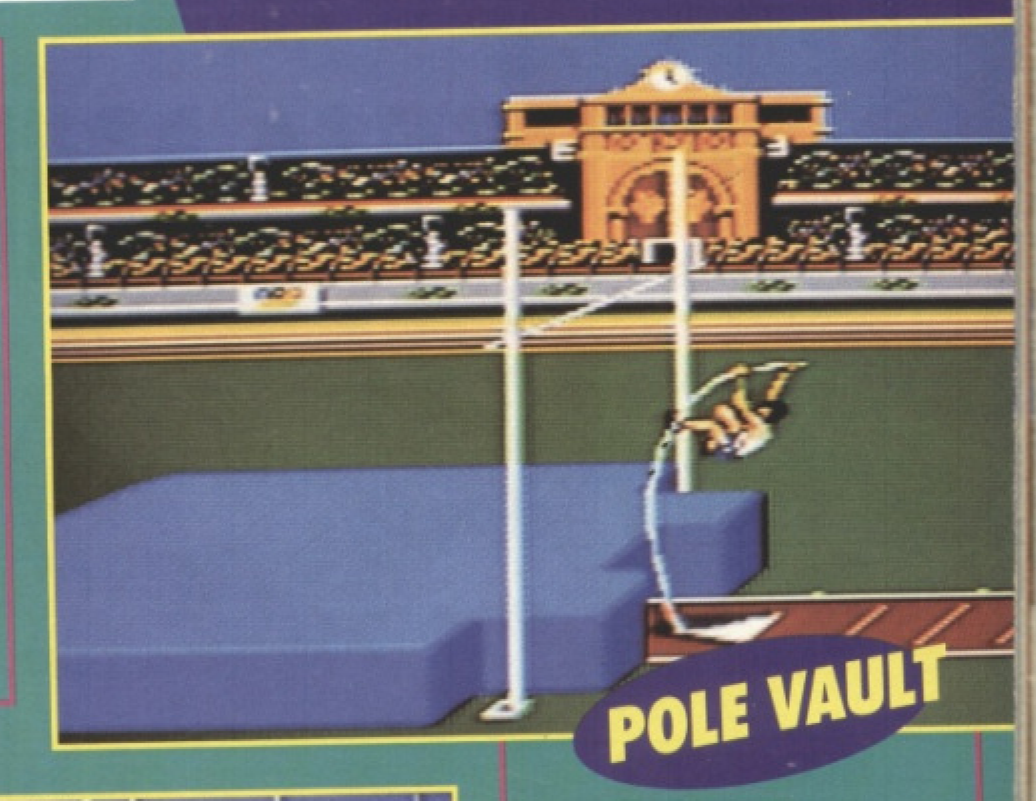
MEGADRIVE

There is a third alternative Megadrive control method should the two in the manual be unsatisfactory. Place the controller on a flat surface and slide your index finger between buttons A and B. Depending on the size of your hand you might find keeping your index and second fingers side by side more effective. For the events in which you need to press the C button, hold the joypad with the lead facing towards you, allowing you to press C with your free hand.

ARCHERY

The control techniques described in the manuals could cause some problems here. As an alternative, try using short, controlled taps on the D-pad to guide the sight into the target centre. This should prevent you from over compensating, but keep an eye on the time limit.



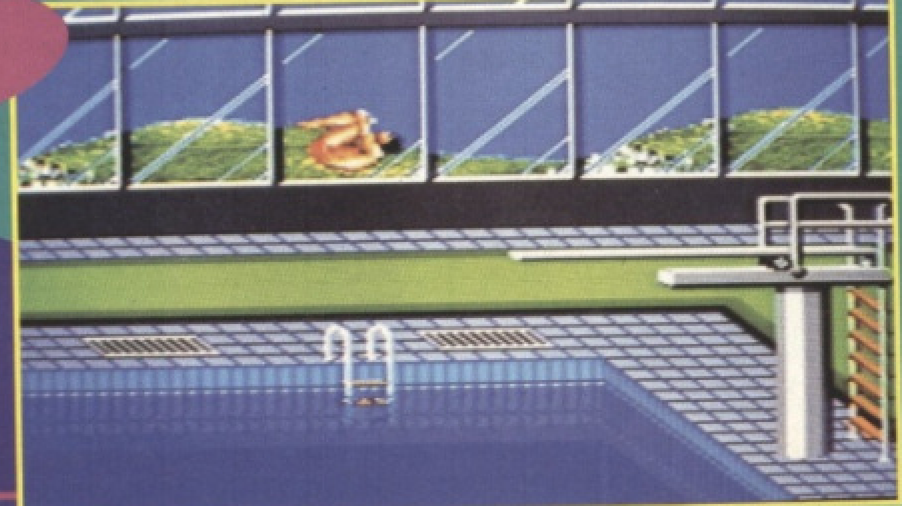


POLE VAULT

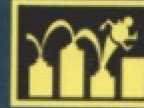
The pole vault is the event which requires the greatest volume of practice to yield results. You may find it a bit easier if your control pad is placed on a flat surface . From here slide your index finger (or index and second fingers) between buttons one and two, allowing you to use your free hand to control the jump. Try pausing the game before beginning each phase of the vault, giving you time to prepare for the next manoeuvre.

DIVING

The main trick to mastering the diving is to carefully watch the demonstration. At first, stick to the easier dives as a ten awarded for one of these is as valuable as one from a far more complicated manoeuvre. Only move onto the more impressive stuff once you know what you're doing (and you want to impress your pals).








PRICE £39.99

BY SEGA

RELEASE NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM/HARD
CONTINUES:EVERY 50,000 POINTS
SKILL LEVELS: ONE
RESPONSIVENESS: VERY GOOD

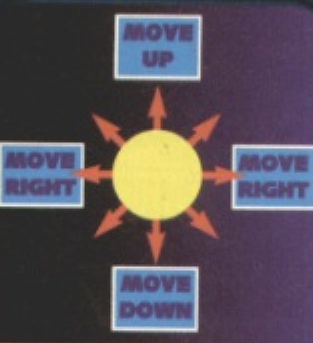
1ST DAY SCORE

150,820

ORIGIN

Sonic the Hedgehog is Sega's biggest star. His previous game sold 3.7 million copies - how many will this sell?

HOW TO CONTROL



A SPIN/JUMP

B SPIN/JUMP

C SPIN/JUMP

S STARTS AND PAUSES THE GAME

HOW TO PLAY

Take control of Sonicand defeat the evil Robotnik. In the two-player game, compete for the most points.



SONIC THE HEDGEHOG

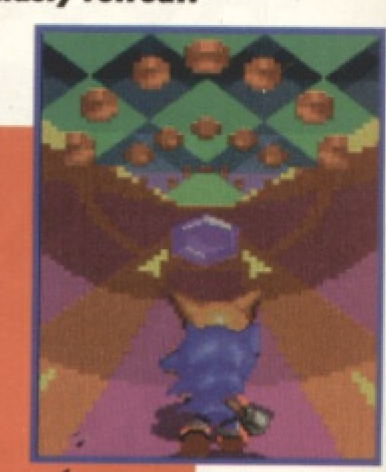
Sonic the Hedgehog is the phenomenon of the nineties. A legend in his spiky blue lifetime. A creature so far removed from the norm that he just couldn't help but become something huge. A blue hedgehog that travels at speeds in excess of a hundred miles per hour? Yet the mania surrounding Sega's video game superstar has exceeded the limits that surely, even Sega themselves imagined. In the sequel to the 3.7 million selling game that made him what he is today, Sonic is joined by a two and a half years old fox with two tails named Miles. Miles worships Sonic and longs to be the same as him when he grows up. So the heroic 'hog is pursued by this toddling apprentice wherever he goes, even following him into the very face of death as Sonic aims to rid the planet of the evil Dr Robotnik once more. Are you fast enough to keep up?



▲ Sonic and tails beat a hasty retreat!

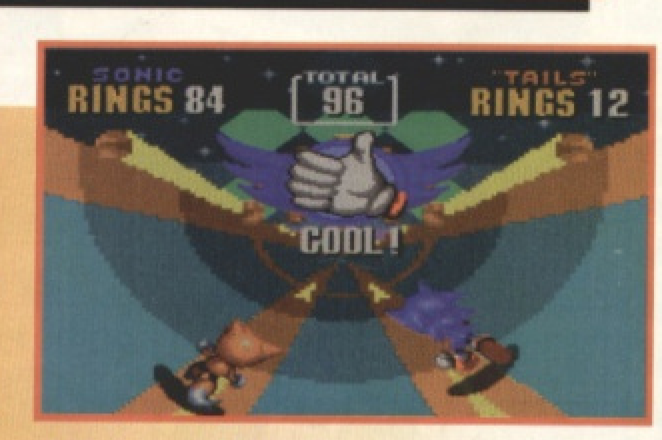
CHUTES OF CHAOS

In Sonic's first outing on the Megadrive he was required to collect six precious gems known as Chaos Emeralds, but he could only obtain these by entering special zones that were reached upon collecting more than fifty rings per stage. The special zones, strange, rotating psychedelic affairs, have been replaced in Sonic II by high speed races between Sonic and Miles down brightly coloured chutes. They are entered if Sonic has fifty rings in his possession when he touches a Star Post. Here Sonic aims to collect enough rings to pass three checkpoints, avoid bombs and eventually earn the Chaos Emerald that await at the end of the passage.





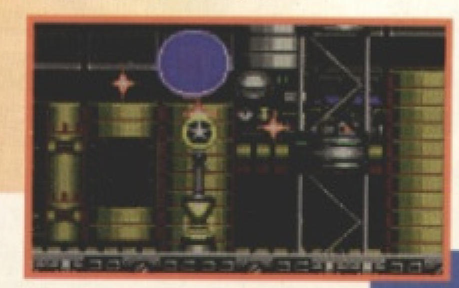
▲ Don't do it Sonic! We lo-ove yo-ou!!



▲ Sonic and Miles On there









▲ *Special stage ahoy! Go Sonic go!*



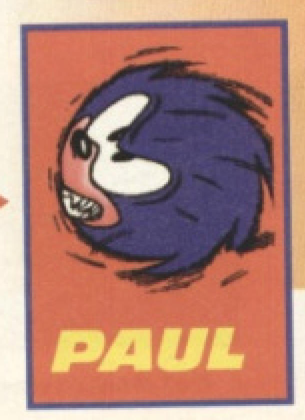


▲ *Prepare to fly. Fly! Fly you fools!*



COMMENT

Take it or leave it, there really is nothing else like Sonic on the Megadrive with his immediate appeal and simplistic, yet exciting gameplay. Though he hasn't escaped completely unscathed from those intent on finding faults, Sega have obviously listened hard to many of the criticisms made about the first game, mainly that it was too easy. The result is that they've produced a very jolly sequel indeed. Apart from being nearly twice the size of the original, Sonic II has lots more features, in particular the two-player competition game option. Sonic himself sports many new frames of animation that all add to his character and give the game a much slicker appearance than its predecessor. Sonic is also much, much faster. At least twice as fast than before in some places. The all-new special zones are a riot and cannot fail to leave most mouths gaping. Sonic II has certainly impressed me enough to be named the most impressive roller coaster, pinball, one-armed-bandit, platform game to date on the Megadrive and you just gotta get it.



LOOKING OUT FOR MILES

Sonic is such a hero that the next generation of kids in Sonic's hometown all aspire to be like him someday. None more so than a two and a half year old fox with two tails named Miles. This wildlife wannabe, nicknamed 'Tails', follows Sonic around hoping to learn something from the maestro. In the one-player game Miles has been allowed to accompany Sonic on his mission to defeat Dr Robotnik, so long as he doesn't get in the way too much and hands over any rings that he should find. In return Sonic agrees to lead the way, keeping an eye out for danger so that none befalls Tails.



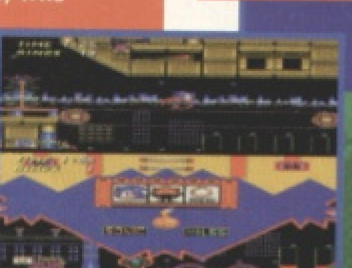





MILES AHEAD



When Sonic and Miles aren't chasing the evil Robotnik all around the world, they enjoy a spot of healthy competition between themselves. Player one controls Sonic while player two directs Miles in a race for the most rings, highest amount of bonuses and quickest time to complete the level. Excitement is raised by the fact that all the bonus monitors display question marks, this means that every bonus is a mystery until the monitor is smashed open. Will it be invincibility or Dr Robotnik? Joy or despair? Nobody knows. There is a choice of four different areas to choose from for the challenge, one of which is the special zone. Unlike the one-player special zones, Sonic and Miles now race for the most rings as they avoid the bombs and leap to get the advantage.



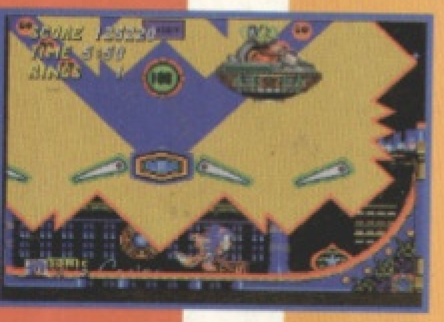




▲ 'Botnik bouncin' blue dude.



▲ Explosive action ahoy!




▲ Pinball terror as Robotnik takes aim. More rings please.




▲ Somewhere along these lines...

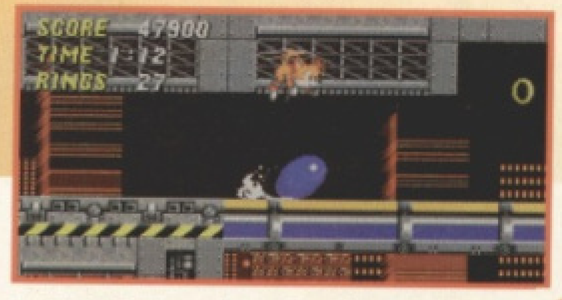
LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES





▲ Hot Rod racing, Sonic style!







WHAT THE...

In the two-player competitive mode Sega have added yet another new feature for Sonic and Tails to fall out over, namely the vice-versa icon. Represented by a plus and minus sign, this nasty piece of work assures a sooner than expected win or an unlikely loss for whoever picks it up. Basically the positions of Sonic and Miles are exchanged. Somebody floundering on a bed of spikes may end up sprinting across the finishing line as their opponent gets quite a nasty shock.



▲ *Sonic is en-hammered by the Prof!*



▲ *Miles alone in a world without Sonic!*

▲ *Fly! Fly you fools!*



▲ *Big bubbles no troubles.*

COMMENT

Sega have bust a gut making this game as special as they could, and the end result is staggering. Sonic II is a blinding stonker! None of the criticisms of the original apply here: Sonic II is faster, slicker, more colourful, louder, bigger and much, much tougher than the original. There's no way even Sonic experts could call this easy! The perfectly graduated difficulty eases you into the game, and once in you're hooked. Bye bye dinner. Cheerio bedtime. So long weekend. I was hooked, and how! It's packed with features, has loads of secrets, and rounds it all up with a superlative two-player mode that'll have your friends queuing round the block to play. Brilliant! If you miss Sonic II you should be committed to a loony bin!

JAZ

PRESENTATION 89

▲ Sonic is joined by Miles on the intro screen and the whole thing looks classy.

GRAPHICS 97

▲ Astounding! Breathtaking! Wow! Cor!
▼ They're so good you may need to take a little rest to recover...

SOUND 89

▲ Loads of high speed crashing sound effects and energetic music to spice the images.

PLAYABILTY 94

▲ Sonic's crowning glory is that he is easy to get to know. The controls are dead simple and the gameplay is mega addictive.

LASTABILITY 97

▲ Superbly challenging with one player and utterly brill with two, this is a game you'll be glued to for months and months.

OVERALL 96

Sonic has outdone himself. An absolute gem of a game which your Megadrive will be screaming out for.

SONIC THE HEDGEHOG

1 PLAYERS

PRICE	£32.99
BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: NONE
SKILL LEVELS: ONE
RESPONSIVENESS: VERY GOOD

1ST DAY SCORE

150,000

ORIGIN

1991 saw the debut of Sega's hottest property, Sonic the Hedgehog, when he was released to wide critical acclaim.

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

1 Starts the game and acts as an action button to make Sonic Jump.

2 Another action button that makes Sonic Jump.

HOW TO PALY

Run, spin, skip, jump and fly Sonic through seven stages of high speed platform action on a quest to beat the evil Dr Robotnik.

What do you get if you give a lowly, common or garden hedgehog an attitude? Sonic the Hedgehog of course! No-one quite knew what to expect of this character when he first raced onto the scene a little over a year ago, but he took the gaming world by storm! Well now he's back, older, cleverer and faster than ever before, and this time he's brought along his young friend Miles Prower (Miles per hour - geddit? I didn't - JAZ), AKA Tails the Fox.

After bouncing the balding Dr Robotnik off the face of South island, Sonic's home, our speedy chum had been enjoying a time of peace and tranquility. Duckin' an' a divin'. Wheelin' an' a dealin'. Havin'-a-dip-in-the-sea-an'-a-drinking-lemonade-in-the-mid-day-sun. Until the crazed Robotnik decided that it was a good time for a comeback that is. Just as Sonic and Miles were enjoying a game of beach ball, the egg-like one descended upon the sand and stole poor Tails away with Sonic in hot pursuit. It is here where we join them in this second, speed of light adventure on the Master System.



▲ *Arghhh! A killer meanie of doom!*



▲ *Very picturesque eh?*



▲ *Sonic faces up yo an end-level meanie! Arghhh!*

WHERE IS HE THEN?

Perhaps some of you have heard rumours about a new character in Sonic II nicknamed Two Tails?. He is, in fact, called Miles and has unfortunately been nabbed by the dastardly Dr Robotnik. This is a crying shame because Miles is Sonic's best friend and if there's one thing to get Sonic all mad it's the nabbing of his best friend called Miles. This means that Miles is conspicuous by his absence throughout the game, unlike the Megadrive version where the aspiring little chap joins Sonic to help him out. No matter, Sonic has plenty to occupy his mind.





MEGA GAME



▲ *Smash those walls, Sonic! Yeah!*



▶ *Sonic's got the skids here.*

MINE'S A SPIN AND SONIC

There's no nice-and-easy-until-you-get-the-hang-of-it goings on in Sonic II. Oh deary no! The first level sees Sonic careering along the tracks of an abandoned mine in a rickety old mine cart. The trouble is that the mines are flooded with molten lava and the tracks ain't what they used to be. In some places the rails have given way altogether and Sonic needs to spin-jump his spiky bod across the gaps and, hopefully, land in another across the way. Gumph!



COMMENT

First let me tell you that Sonic II received a lot of admiring glances from people in the games room when it arrived. Then I told them that it was the Master System version I was playing and watched as their jaws hit the carpet. Sonic has given Master System owners something to sing about once again. Sega have pulled out all the stops and truly let rip in Sonic's second race across the boards. As soon as the battle for Tails' freedom commences the action is literally red hot and the gameplay mega slick. Different modes of transport are available to Sonic, which spice things up no end, injecting new life into Sonic's already impressive repertoire. It's also refreshing to find that the end-of-level-bosses are a variety of giant robotic animals instead of Dr Robotnik every time - the performing seal is hilarious. I was disappointed to find that the special zones have been excluded this time around but then who needs 'em when the quality of the game is so good anyway.



PAUL





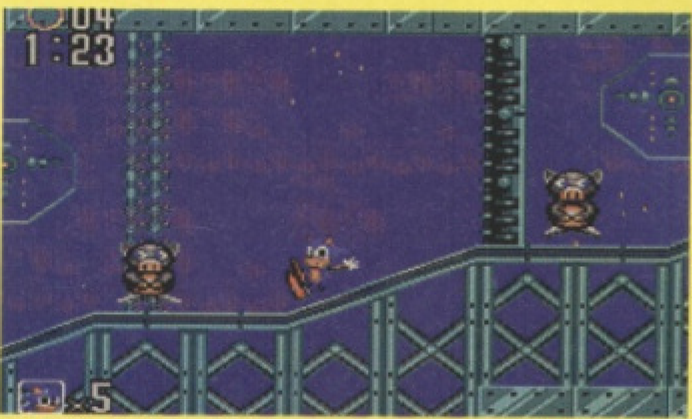
COMMENT

Stunning! Sonic II is all that Master System players could hope for and more! It looks superb, with great backgrounds and brilliant sprites that wouldn't look amiss on the Megadrive. But better still is the gameplay! Slick, fast, challenging, varied, fun, addictive... this is truly a game that you just can't put down. The difficulty level is beautifully balanced so that you get so far... fail... get a bit further... fail... but keep on going and going because you're determined to see what's on the next level. This is definitely one of the greatest Master System games of all time, and you'd be the saddest person alive if you missed it!





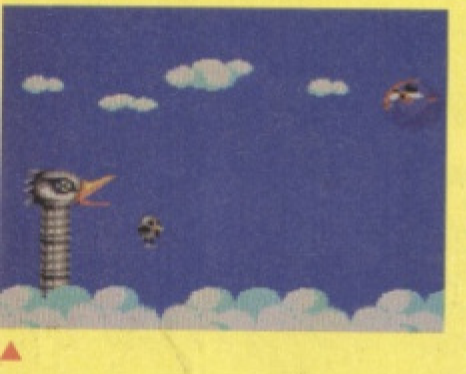
Sonic and Tails take to the skies!



Sonic skids to a halt before tackling the evil meanies of Dr Robotnik! Spooky eh?



Sonic spouts off in this action-packed picture.



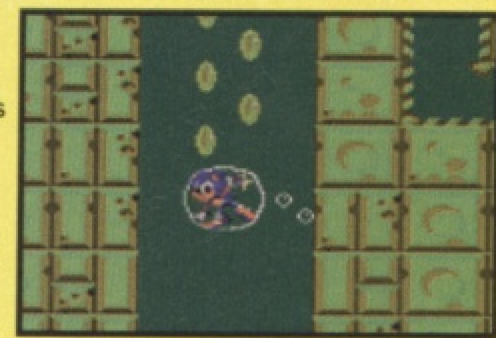


HANGING THE 'HOG



People would think you mad if you were to describe to them that you just saw a cool blue hedgehog flying past on a hang-glider. Yet this is exactly what can be seen in Sonic II. Having failed numerous attempts at flight using balloons, for obvious reasons, Sonic takes to the skies beneath the wing of a hang-glider. In some instances Sonic can manage well enough without this piece of kit. However there are occasions where flying is necessary to complete the level or else fall foul to some uninviting rough terrain. The best results are achieved when Sonic (II) takes a huge run up to gather speed and then the sky's his limit.

THE TRUBBLE WITH BUBBLES



You may not know this but blue hedgehogs aren't very good swimmers, and Sonic is probably the worst of them all. In fact, he's so bad that the only way he can negotiate any stretches of water at all is to hitch a lift inside a bubble. Great care is taken here, though, since crashing into walls bursts his hopes of a future on dry land, as do spikes (though strangely not his own) and any undersea wandering creature that happens along.



PRESENTATION

An amusingly animated introduction screen along with bold cartoon-like intermission screens.

87

GRAPHICS

Incredibly fast, superbly animated graphics that had a few people believing they were watching a Megadrive game.

96

SOUND

Frantic tunes do much to help Sonic's furious image. The sound effects are good too, especially the jingle of the rings.

79

PLAYABILTY

The gameplay is virtually faultless, with a very smooth and responsive control method that's a definite winner.

96

LASTABILITY

With seven levels of increasing difficulty to master, Sonic looks so good that you'll be going back to it time and time again.

89

OVERALL

95

Sonic I is one of the best games on the Master System, Sonic II is even better. Don't miss it.







PRICE	£39.99
BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: EASY
CONTINUES: N/A
SKILL LEVELS: TWO

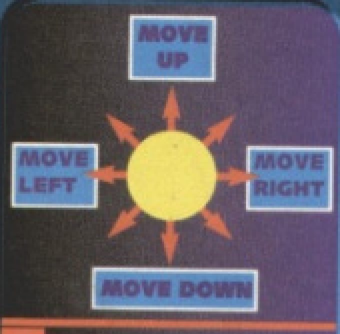
1ST DAY SCORE

LITTLE SNOOP

ORIGIN

Home Alone was a box office smash at the cinema when it was first released in 1990. The sequel, Home Alone II, is out soon.

HOW TO CONTROL



A Speeds up the sledge/drops a tire

B Speeds up the sledge/fires current weapon

C Speeds up the sledge/prompts Kevin to jump

S Starts and pauses the game. The weapons display screen is shown when the game is paused.

HOW TO PLAY

Help Kevin to thwart the looting attempts of the Wet Bandits. Assemble traps and weapons to scare them off until the police arrive to take them both away.



Kevin awoke one fine Christmas morn to find that his house was empty, his family all gone to Paris without him. What a terrible state of affairs, but then his family is so big, occasionally leaving a kid behind while they jet off to Europe is just par for the course, and Kevin (Macaulay Culkin) is such a revoltingly smug brat that you'd want to leave him behind anyway.

An-e-e-way. There he is having a good laugh, putting on shaving lotion and doing all sorts of fab grown up things like staying up late and going to the shops, when he suddenly notices the Wet Bandits, a pair of crooks who are relieving all of the houses in the neighbourhood of their contents while the residents are away. This, of course, is not a good thing, so Kevin decides to stop them from getting away with the goods by laying a series of traps which should hold them up just long enough for the rozzers to get to the scene.



▲ *Oi, mind my flippin' door!*



▲ *Last one up the stairs stimks!*



▲ *C'mon Kev, cough it up lad!*

Kevin the trap chancin' kid

In his attempts to undo the Wet Bandits plans for neighbourhood abomination, Kevin prepares a few surprises to greet them as they break and enter. Anyone who remembers the film might recall the scenes of slapstick hilarity where the Wet Bandits were utterly bombarded by Kevin's dastardly traps and trickery. In the game Kevin gets to lay down such delights as blow-torches, sticky tar and even a selection of Kevin's prize toys on which the clumsy crooks come a-cropper. Kevin has to watch his step too because he is just as vulnerable to a quick trip to accident central as anyone. So remember where you put them, or else!

alone

COMMENT

Kevin's sledge and "slapstick" adventures left me cold. Once the fine blizzard of pretty characters and backdrops has cleared there isn't much worthy of mention. No doubt the lives of many thousand Macaulay Culkin fans will be brightened should they receive this game for Christmas, yet dullness is sure to prevail in a very short time. The sledge scenes are very uninspiring as are the tedious, slapstick excursions in each of the houses. I really couldn't give a hoot as to how many houses got flooded by the Wet Bandits, nor how many times they pinned Kevin to the wall. Then, finally, when the police arrived I was neither happy or sad, just glad that the torture was over. There is a small amount of fun to be had in devising a new and interesting weapons to blow the baddies away, turning them into snowmen is quite a laugh (ha, ha) but that, as they say, is it. Buy Home Alone and that's exactly where you'll end up, just you watch.







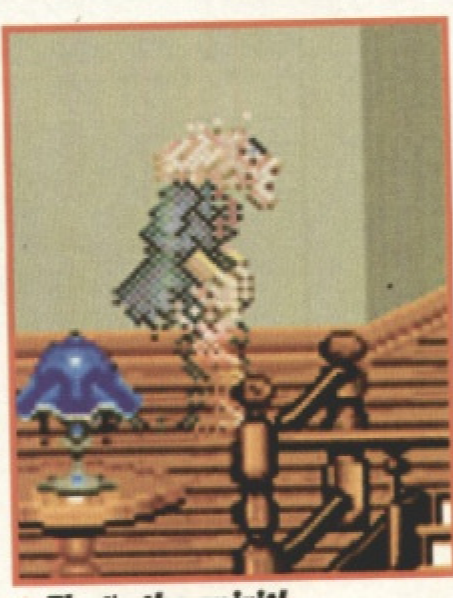
▲ *Sno'good I just can't do it.*

Snowgun

Inside the house are located various bits and bobs that Kevin uses to construct a inventory of weapons. For example a combination of the hair dryer, rubber bands and snowballs produces a Snowball Bazooka. Whereas a collection of Crossbow, balloons and glue lends itself nicely to form a Glue Rifle. Once equipped these weapons are a sure way of driving the thieves away from any house and thus to save the day.



▲ *Another sticky moment for the house bandit*



▲ *That's the spirit!*



Sledge hammer

Now that Kevin's parents are away he does whatever he pleases. Like tearing up the lawn with his new sledge for starters, followed by crashing into the beautifully varnished front door. In the meanwhile he slithers about the frozen land in search of snowmen to demolish beneath which items are hidden. Kevin uncovers snowballs, coals and Super Balls by doing this which he is able to use as ammunition against the two crooks. Such sledge abuse is also a good way of following the Wet Bandits' van around.



COMMENT

Home Alone has plenty of potential as a decent console game, but sadly this one falls well short of it. The main problem is the lack of action. The motor-sledge section could have been entertaining, but the control method is confusing (surely a rotational steering method would have made more sense) and there isn't enough to do. The snowmen are too spread out and other than hunting them down there's nothing at all to hold your interest. Once inside the houses, hazards are few and far between. Perhaps the odd cat or security robot might give you some grief, but other than that it's just a case of wandering around waiting for the Wet Bandits to find you. When you do finally encounter the Bandits, it's nigh on impossible to assemble a decent weapon unless you've got about a zillion different items collected from all the houses in the game. Slow, dull and repetitive, perhaps this ought to be called Leave Alone.



▼ Last one to the newsagents buys the Tizer boys!



▼ There! I told you it'd shock you, but would you listen? No.

Back door bandits

These are the very crooks that Kevin is up against. They're known as the Wet Bandits because of their reputation for flooding houses after looting them. Unfortunately for them, their skills at burglary leave little to be desired. Parking a huge van outside a house is enough to arose anyone's suspicions, so therefore it isn't difficult to assert where the Wet bandits are about to strike next. Doh!



▼ The Wet Bandits' new dance fails to impress.

Options screen

DIFFICULTY SETTINGS:
two

SOUND TEST:
Listen to all of the game's music

CONTINUES:
Carry on at will until the ETA reaches zero

LIVES:
Kevin

LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■□
WEEK	■□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	■■□□□
ACTION	■■□□□
CHALLENGE	■■□□□
REFLEXES	■□□□□

PRESENTATION 55

▼Completely hopeless title screen that amounts to the title 'Home Alone', plus a few copyright credits against a black background.

GRAPHICS 72

▲The one redeeming factor of the cart is that the graphics are fairly well drawn and animated.
▼Everything moves about slowly and doesn't hold much interest.

SOUND 56

▲The tune for the Blue-print screen is quite good.
▼All the others, along with the sound effects, are very poor.

PLAYABILTY 46

▲The slapstick element provides some fun at first...
▼...but it soon gets boring.

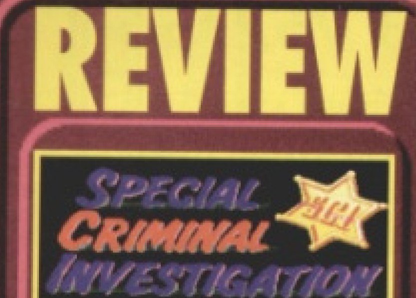
LASTABILITY 42

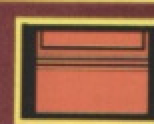
▲Fans of the film may want to include this in their Home Alone file.
▼Lack of interesting gameplay dooms Home Alone from the start.

OVERALL 43

Those expecting fun and excitement will be disappointed. Home Alone is a dull and tedious game with little going for it.

REVIEW





I PLAYERS



PRICE	£22.99
BY	TAITO
RELEASE	NOV

OPTIONS

CONTROL:1 JOYPAD
GAME DIFFICULTY:VERY EASY
CONTINUES:2
SKILL LEVELS:1
RESPONSIVENESS:POOR

1ST DAY SCORE

10040

ORIGIN

This is a coin-op conversion of Taito's Special Criminal Investigation .

HOW TO CONTROL



1 SHOOT

2 TURBO BOOST

D ACCELERATOR

HOW TO PLAY

Negotiate the twisty roads and bump criminals' cars off of the road!



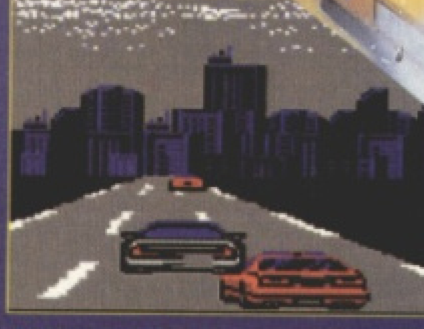
SPECIAL CRIMINAL INVESTIG

Does anyone remember David Mellor? Naughty, naughty. It just goes to remind us what our elected guardians can be up to without our knowing it. As special patrolman of the Special Criminal Investigation unit you too know first-hand evidence of corruption. In your case it's the city's mayor cavorting round the city's highways in the company of known criminals, kidnapping pretty young girls and strapping them to bombs. Come back Antonia - all is forgiven!

Of course, rather than investigate the drugs deals and abductions you are far more concerned with the flagrant disregard for the suburban speed limit that these crooks are showing. With advice from HQ, you set out onto the freeway, with the sole intention of stopping the marked car, but it has a good start on you. So race after it, smash it off the road and keep your channel open for further development,

FRONT MOUNTED SHOOTER

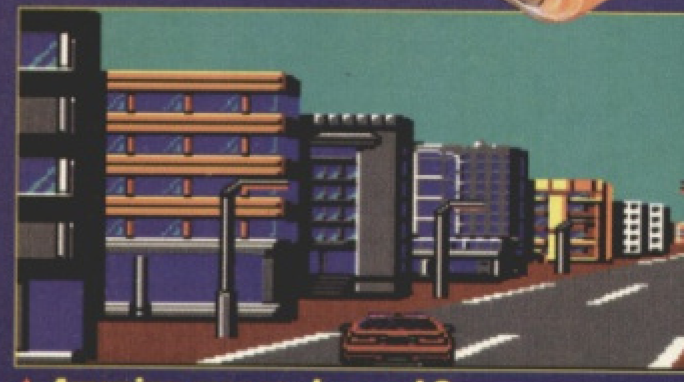
Hurrah for guns! The reason being they make it so much easier to dodge the traffic. Strap a gun to your roof rack and the jams just seem to evaporate (into steaming wrecks by the roadside). The SCI vehicle comes equipped with such a weapon, which can be used on moving enemies and obstacles. Occasionally, at fortuitous points a helicopter of lawful persuasion hovers above you, and drops an improved gun-mi-bob on your bonce. For five shots you have superduper rocket launcher powers. Useful or what?



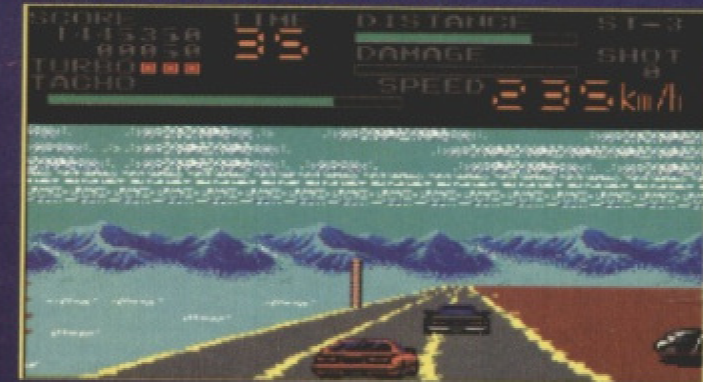
▲ Smash that car - NOW!







▲ Amazing scenery here, eh?



L

ATION



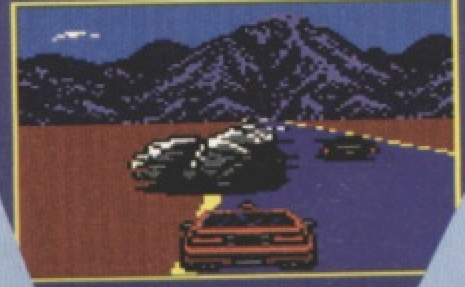


▲ You have the right to be subjected to police brutality...

▶ Karen at Chase HQ has all the juicy details about the next suspect!

ROCKY MOUNTAIN WAY

SCI drivers face all the complications thrown up by a deteriorating transport infrastructure (ie. bad roads) which stand in the way between you and your 'collar'. The highways in this game are uniformly deadly. Roads tend to narrow without warning, and plenty of objects litter them like work signs and bushes in desert areas. Off-road is even more dangerous. There you can wrap yourself round a lamppost or a cactus whilst avoiding the embrace of a greyhound bus.



COMMENT

Chase HQ wasn't too bad, but this is a veritable skid pan - and I'm not talking oily roads. The sprites are flickery, the 3D update is poor and the landscapes are bland and featureless. As well as looking crap, it plays crap as well. Let's ignore the general faults such as the naff collision detection, rubbish controls and the fact that the car careens through objects and out of crashes at top speed and concentrate on the real problems - the difficulty setting. For a start you're given lashings of time to race down the simplistic roads. Then, when you reach the enemy car you discover it's about as robust as a wet paper bag and smashing it off the road takes little or no effort. Even hopeless players should be able to finish the game within a few hours - experts should take a couple of goes! Put a couple of quid in the coin-op and buy something else.





COMMENT

Pah! So many bad things to say; not enough time to say them. Once again a nonsense of a game arrives to add to the Master System's blushes. Just about everything here is unsatisfactory. The graphics are dismal, flickery affairs - creating such scenic delights as "Pathetic lake" and "very empty desert". At one point you are advised to avoid a landslide. What landslide! It's physically impossible to have one when the courses are flatter than Fanny Craddock's pancakes. Fans of equal proportion will be glad to hear the gameplay is directly comparable to the look - pure smeg. You slip and you slide in a fashion more becoming a toboggan than a high-speed sports car, and find yourself in ludicrously unavoidable crash situations. Not to worry! You can continue at top speed most of the time after crashing. What a comedy of errors of Dick Emery proportions. The lack of challenge is normally a down point, but here at least it means the whole debacle is over with as quickly as possible.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■□□
WEEK	■□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
ACTION	■■□□□
CHALLENGE	■□□□□
REFLEXES	■□□□□

PRESENTATION 61

▲The-inter level screens of the arcade are retained.
▼No options of any description.



GRAPHICS 41

▼Poor scrolling, feeble sprites and bland, uninteresting and boring backdrops fail to set the pulse racing.



SOUND 71

▲Each course has its own, fairly decent, tune.
▼The wibblesome sound effects don't lend any credibility.

PLAYABILTY 45

▲The chase objective adds a bit of tension...
▼..but the crap controls and gameplay faults soon take it away.

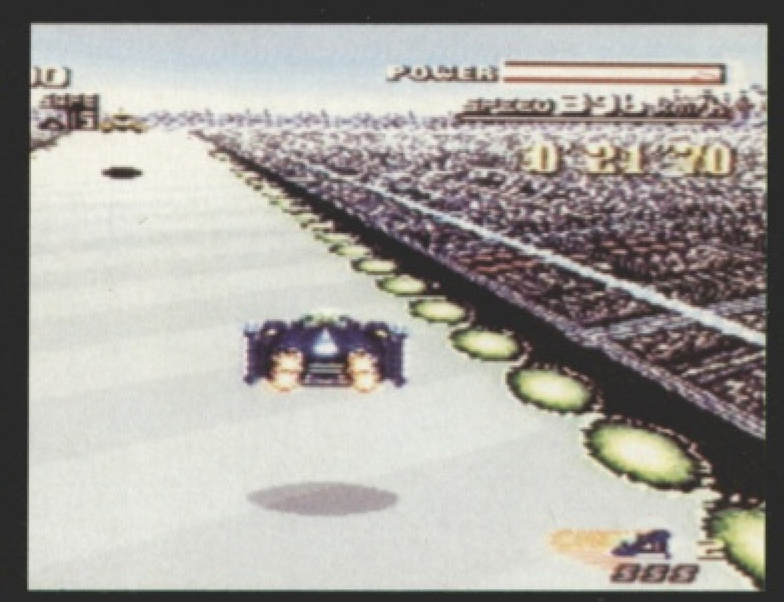
LASTABILITY 13

▼Players should finish this in a few goes, and there's nothing to bring you back once it's completed.

OVERALL 26

A dreadful game which lacks decent graphics, enjoyable gameplay and any kind of challenge whatsoever.













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MEGADRIVE




ALIEN 3 By Flying Edge

Flying in straight at number one is Flying Edge's excellent Megadrive adaptation of the lacklustre Alien 3 movie. A well deserved place for a game boasting superb animation, atmospheric backdrops and amazing music. What will it take to move this amazing cart from the top of the charts?




EUROPEEAN CLUB SOCCER By Virgin Games

The football phenomenon continues as Virgin's European Club Soccer continues to sell well, losing one place after two months in the charts. It's a decent enough soccer sim with excellent graphics and sound. However, the gameplay is a tad lacking...



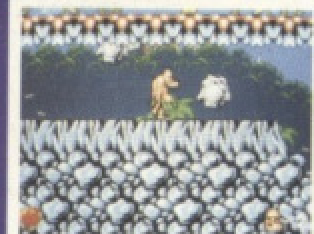

TAZMANIA By Sega

Still selling well after over four months on the shelves: Tazmania! Perhaps it's down to the brilliant cartoon currently showing on Saturday morning's What's Up Doc? Still, it's a completely fab game with some of the best Megadrive graphics around...




AYRTON SENNA'S SUPER MONACO GP II By Sega

Well, Super Monaco GP II has been threatening to slip down the charts for a few months, but now it's actually GAINED a place over Virgin Games' Terminator game. The quality of the game is beyond doubt - it's a real winner (unlike Senna, hehe).

CHUCK ROCK By Virgin games

Core Design's excellent platform game (rated 91% in this very magazine) is doing well, gaining a position since last month. Check out this month's Tips Section for a detailed low-down on the game.



6 OLYMPIC GOLD

7 THE TERMINATORE

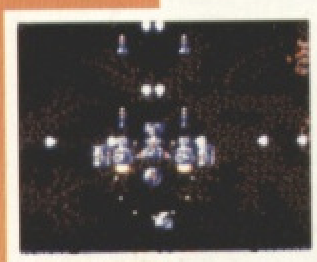
8 ROAD RASH

9 SUPER HANG-ON

10 WORLD CUP ITALIA '90

MASTER SYSTEM



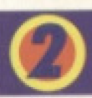


1	SONIC THE HEDGEHOG
2	OLYMPIC GOLD
3	WIMBLEDON TENNIS
4	NINJA GAIDEN
5	CHUCK ROCK
6	ASTERIX
7	SUPER KICK-OFF
8	DOALD DUCK
9	GHOULS 'N' GHOSTS
10	XENON II

Well, it's all a little odd on the Master System front since, to our knowledge, not one new Master System title has been released this month! Still, examine the following and watch those game play a chart-related version of musical chairs..

GAME GEAR





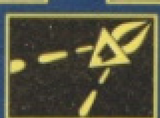







1	OLYMPIC GOLD
2	SUPER KICK OFF
3	SONIC THE HEDGEHOG
4	WONDERBOY III
5	DONALD DUCK
6	MICKEY MOUSE
7	SUPER MONACO GP
8	SHINOBI
9	G-LOC
10	SPACE HARRIER

Once again we're treated to watching the same few games change positions this month because of the lack of new releases! Still, Olympic Gold still ranks as the top Game Gear cart, but will a new game arrive on the scene to change all that?

1-2 PLAYERS

PRICE	£39.99
BY	SEGA
RELEASE	NOV

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: 8
SKILL LEVELS: 3
RESPONSIVENESS: EEEK!

1ST DAY SCORE

Complete level three

ORIGIN

Bio Hazard takes its ideas from many other shoot 'em ups and adds few of its own.

HOW TO CONTROL



A FIRE 1!

B FIRE 2!

C FIRE 3!

S PAUSE

HOW TO PLAY

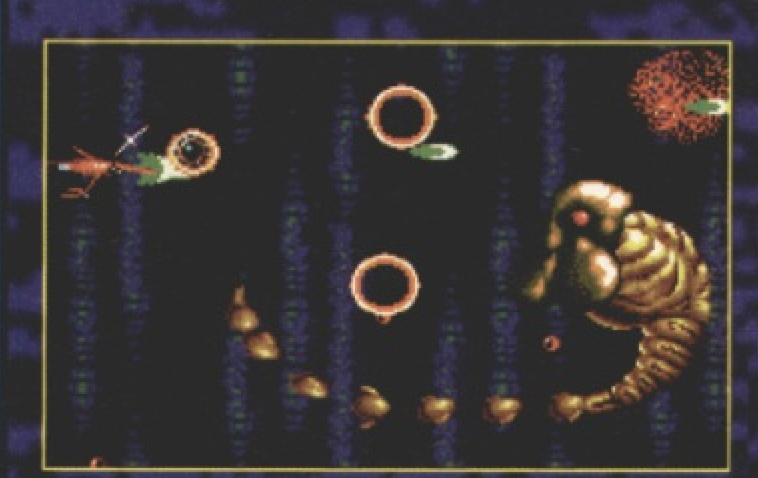
Shoot everything that moves and pick up the extra weapons. Simple.

BIO H

Now is the day of... the Slimy Things. For years man had been waiting for a deadly invasion from outer space. In the end it came from around the S-bend. All those years of endless effluent flowing into our rivers and poisoning our seas. All those tons of Fairy Liquid, Timotei and human 'waste products' had combined into a potent concoction, enough to mutate the basic and ancient low-life of Earth.

Simple organisms like worms and, er, slimy things grew to massive sizes, sprouted all sorts of tentacles and then went round eating who they liked. And people were very unhappy. Until someone hit upon the idea of designing a fleet of craft using the same attributes of the mutants. With these ships men could destroy the hideous creatures and flush them from the world. The next idea was to give these ships extra powers, which they could attain from the 'energies of the air'. With these topper ideas the people of Earth embarked on their glorious plan

▼ ***Shoot! Blast it, you fool! Kill! Kill! Or something...***



COMMENT

PAUL

It isn't often that the mighty Harrod admits to being severely tested by a game, yet he quite openly stated that he'd almost met his match with Bio Hazard's store of the grotesque. He finished it, of course, but us mortals have really got our work cut out, believe you me. There's never a level goes by without something truly horrible floating on screen to scare the life out of you before mercilessly finishing you off. Even with two people joining forces to exorcise the sickening scum, the mission at hand is nigh on impossible. In fact it seems easier on your own as there is less confusion. Sometimes you're not quite sure of who's where and what's to avoid. Yet Bio Hazard is a welcome reassurance that Sega know exactly what we want and are starting to give it to us. In fine style! The stylish and varied gameplay, due to the choice of ships so prevalent in Bio Hazard coupled with the best sprites I've ever seen on the Megadrive, nay anywhere, make this an absolute necessity.

SCENIC PLEASURES

Throughout Bio Hazard you are treated to the delights and sights of the mutant world. Initially you have to drop through the levels of the atmosphere, facing an onslaught from peculiar tentacled creatures. The real devastation begins in the city. The journey involves a trip through the ruins, as horrid things climb the tower blocks - yeeugh! A vast trash-monster raises his ocular head at the end of this apocalyptic vision.



WATERY GRAVE

Bio Hazard takes you to the ends of the earth in your slime-ridding quest. An underwater level presents itself, complete with strange life-forms based on the creatures that live on the sea-bed. Shiver as eels, worms and strange jelly-fish gloop around the polluted briny, out to destroy you.



AZARD



▲ *A massive orb-like boss unleashes its full terror on your hapless craft!*









SLIMY SHIPS

There are four different vehicles of destruction to choose from. Each vehicle uses the power-up gems in a different way, but otherwise their performance is almost identical. The first, Cuttler, is a squid-like craft with a cuttlefish beak. The next, Manta resembles some sort of sea ray, with its bluish sleek lines and flat fins. The third choice, Repto, is reminiscent of an ancient reptilian form, with a red fork tail and horny head-protector. Lastly, Mosq borrows insect design to produce a fast flying craft just like the blood-sucking mosquito.

◄ *The four craft you can select to do battle in the game. Nice eh?*

FESTERING FOREST

When you go into the woods, you are ensured a big surprise. What could be more unnerving than palm trees sprouting wings and attacking you. Aaaiee! Various other flora-type enemies emerge, including a great stomping tree man, who waves his woody claws. The level ends with a huge snake-like monstrosity awakened from his resting place inside a human carcass.



ONE/TWO-PLAYER GAME

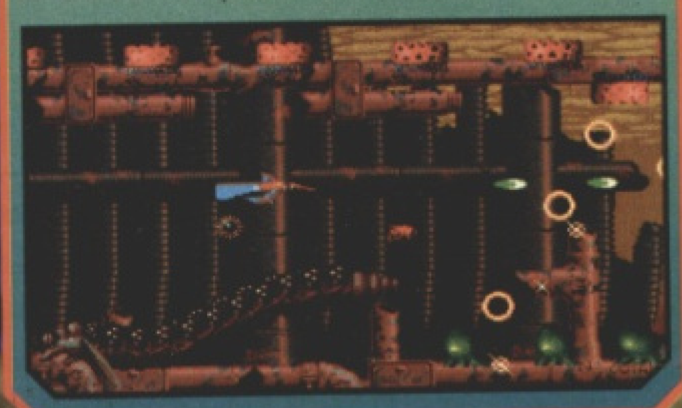


▲ *One or two players can participate in the game!*

Bio Hazard supports one- and two-player game modes. The two-player mode allows both players to play simultaneously. Each player has to select a different ship (for identification). When the first player loses all his lives he can 'borrow' some of his friend's remaining lives.

ROTTEN ROW

The worst excesses of mutation hang around the pipes and conduits of the sewage level. This is one of the most restricted areas for movement, with ships and enemies crowded into the space between the intersecting tubes. Horrible spongy creatures use the pipes for transport, carried on tentacled legs. Hanging from the metal outcrops are some bulbous, sickly-green pods, bulging and fit to burst with pus all over your smart paintwork.



REVIEW

▲An all-action shot from the game Biohazard. Watch out!

MIDGET GEMS

Regularly, coloured gems float by you as you play Bio Hazard. Seize them! They are power-ups for your ship, but make sure you collect them in an order that will benefit your ship. Each of the colour codes adds a weapon power to your drone ship - the tiny satellite craft that flies with you. Each of the four gems (excluding green) creates two separate effects, depending on what ship you have chosen. Here is that add on armoury in full:

GREEN GEM

One effect only. A standard double gun shot emerges from the drone. Higher power levels means more bullets. This is the default weapons option.

RED GEM

EFFECT 1: Rings of energy are fired from the drone. These rebound around the screen. Higher levels: more rings.

EFFECT 2: A homing laser. Fires in the drone's direction then traces any nearby enemies. Thickens with each progressive level.

BLUE GEM

EFFECT 1: Powers up in the form of a 'star' laser which fires bolts in eight directions. Bolts become thicker on each higher level.

EFFECT 2: Globules of blue energy float from the drone, in a slow-moving fashion. More globules as it gains power.

YELLOW GEM

EFFECT 1: Infinity Laser! A fixed front-firing field of death: the beam widens with each successive power up.

EFFECT 2: Rail gun: A stream of high energy bullets firing in the drone's direction. More bullets for each new level.

Powering up is a bit different in Bio Hazard. Picking up icons randomly attaches their powers to the ship. But to increase your power level, select the colour gem which matches the weapon you already possess. This raises it to a higher level. There are three levels of power.

COMMENT

Every so often along comes a really good game. No frills, no gimmicks just well programmed, solid blasting. Bio Hazard fits into this category. The initial levels are mildly impressive, but as you progress you realise just how spectacular some of the action is. Scenes like the underground tunnel and the underwater level are minor classics. The graphics are excellent, with some of the best designed and animated sprites on any system. The sound is equally brilliant, perfectly capturing the sinister, slightly strange feel of the whole game. What will really appeal to many, I suspect, is that Bio Hazard is rock hard. Even easy is a challenge and a half, and no-one is going to grumble about another pushover on the Megadrive. For once the difficulty level has been well-balanced with an adequate supply of continues. To round it off is the two-player option, which can be a bit hectic with all those bullets flying, but fun nonetheless. Maybe a bit off the wall for some mainstream players, but this will assuredly become a cult classic for blaster fans.

GUS



▲ Taking on a massive meanie!





LONG TERM REPORT

HOUR	5/5
DAY	5/5
WEEK	4/5
MONTH	1/5
YEAR	1/5

BREAKDOWN

STRATEGY	2/5
ACTION	5/5
CHALLENGE	5/5
REFLEXES	5/5

PRESENTATION 90
▲Two player, plenty of levels and tweaks.

GRAPHICS 88
▲Incredible sprites in design and motion. -Backdrops have received secondary attention in a few

SOUND 86
▲The music is atmospheric in its weirdness and tension.
▼More music than there is would have made the game even better.

PLAYABILTY 87
▲The instant addiction of a well made blaster.

LASTABILITY 87
▲Eight big levels, tons of hard enemies. Weeks of play.
▼Wimps may crash out before then.

OVERALL 88
Rock hard blasting action that's well worth buying.

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STREETS OF RAGE



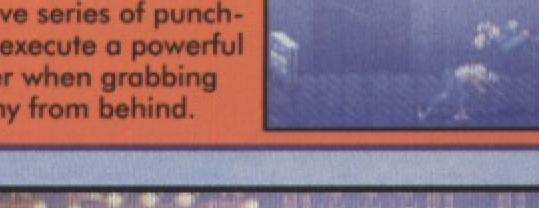
Although a game called Streets of Rage detailing a mission of destruction and death through a major American city may sound like a rather sick license of the LA riots, it is actually a conversion of the acclaimed Megadrive beat 'em up. Streets of Rage is the story of two ex-cops, Blaze and Axel, who are determined to smash the corrupt local government led by the nefarious Mr Big who, surprise surprise, happens to be a criminal mastermind. Unfortunately for our heroes the rest of the police force (and all the inhabitants of the city it would seem) are siding with the evil kingpin!

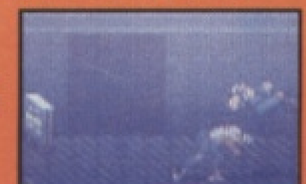
Blaze and Axel's mission is simple - walk around town killing everyone. After sufficient people have been slaughtered, Mr Big himself must be laid to rest so the few citizens still living can rebuild their lives in peace.



EVERYBODY'S KUNG-FU FIGHTIN'

Both Blaze and Axel are a bit tasty with the old kung-fu skills, although each of them has their own repertoire of moves. Axel, the strongest, has a flying knee jump, a power uppercut and a shoulder throw to his name, plus a spinning backfist to protect his rear. Blaze, the fastest, has a somersault kick, flying kick and rolling throw along with a reverse roundhouse to put paid to sneaky backstabbers. Both characters can also let loose an impressive series of punches, plus execute a powerful piledriver when grabbing an enemy from behind.



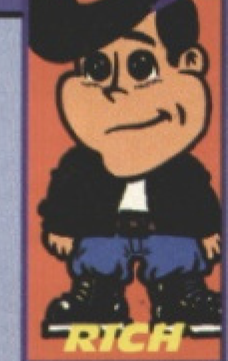




▲ *Axel's airplane spins were the talk of the neighborhood.*



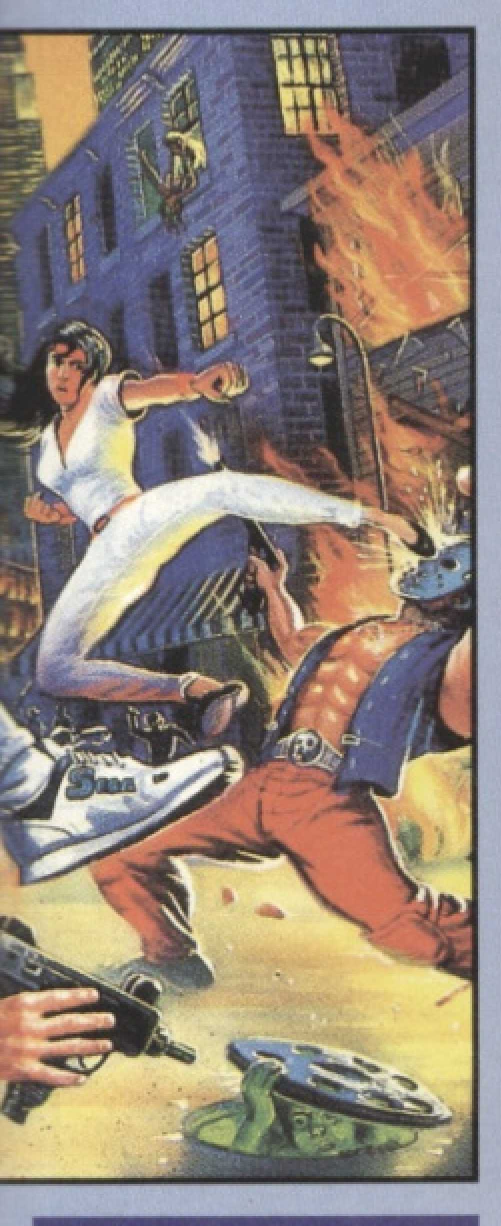
COMMENT



Game Gear owners need a decent beat 'em up for their pint-sized machine and Streets of Rage fits the bill quite nicely. The graphics are incredibly close to the Megadrive version, with all the moves of the characters and the backdrops crammed in. The sound isn't as good as the Megadrive, obviously, but the tunes are still pretty good and the effects do the job admirably. As far as gameplay goes, Streets of Rage is a much tougher game than the Megadrive counterpart. This is down in part to the problems of sprites ganging up on you when you're helpless (see Radion's comment for the full description of this problem), but mostly it's because the enemy sprites seem to be a lot more "intelligent" than their Megadrive counterparts and less susceptible to your grabbing attacks. With two-players participating, Streets of Rage is even better, making it a decent enough beat 'em up for Game Gear owners starved of fighting games.



▲ ***Don't cryey toni-y-ight.***



ONE/TWO-PLAYER GAME

Using a fine Game Gear Link cable, two players may participate simultaneously if you want.



OPTIONS SCREEN

DIFFICULTY SETTINGS:2
SOUND TEST: Sample all the sound effects and tunes.
CONTINUES:3
LIVES:3

INSTRUMENTS OF DARKNESS

Waging a war against a million killer death warriors whilst unarmed does seem a bit suicidal. Luckily, Axel and Blaze do have the sense to pick up a weapon when one comes their way. There are only three instruments of death in Game Gear Streets of Rage and these are:

PIPE: Has a long swing range and does the same damage as a piledriver.



KNIFE: Probably the best weapon. Can be thrown across the screen at out-of-range enemies or used to stab with when in close, which causes a fair bit of damage.



STUN GRENADE: Stun any bad guy who stumbles into its blast radius, allowing your character to lay into their victim without threat of retaliation. Funnily enough, the instructions refer to these as "pepper pots", and the sprites' convulsions are actually sneezing fits (!).



COMMENT

Looking at Streets of Rage for the first time I was amazed by how closely it resembles the Megadrive game. The graphics and sound are spot-on copies of the old 16-bit favourite. However, there are a couple of levels and some other gubbins missing and the lost levels really are quite noticeable.The other problem is with the programming of the opponents. As soon as your character begins to stand up after after having been knocked down all the enemies on screen bunch up and kick you all over the shop. This sometimes means losing an entire life bar before you can escape the deadly repeat routine. However, this doesn't happen all the time, and for the most part Streets of Rage is a very enjoyable game to play, it's just that when something like that bug does happen it makes the game intensely frustrating. Streets of Rage is really the only choice for Game Gear-owning beat 'em up fans, and as long as you don't expect too much you shouldn't be disappointed. A good game, but not one which matches up to the original.





▼ ***Fry! Fry you fools!***



PRESENTATION

▲Nice title screen, plus quality in-game presentation.
▼Not many options.

82

GRAPHICS

▲Detailed and surprisingly clear sprites, plus fab backgrounds.
▼Some of the inanimate foreground can be indistinct.

85

SOUND

▲Stunning renditions of all the MD tunes.
▼The effects are a little weak though.

92

PLAYABILTY

▲Good fun to play and there's loads to kill.
▼It can sometimes be a little hard to make your character do what you want.

78

LASTABILITY

▲It gets pretty tough at times.
▼There aren't that many levels though.

72

OVERALL

80

A fun beat 'em up which can be a bit frustrating but which still fares favourably.

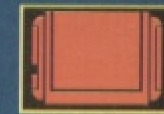


Here's TOBY!
THIS CONSOLE IS GREAT!!
IT'S MY TURN!
NO IT'S NOT!
MY TURN!
NOT YET!
MY TURN!!
SHUT UP!
GAME OVER!
NOW LOOK WHAT YOU'VE MADE ME DO!!!
I'LL KILL YOU!
WAAAAAAAAAHH!
CUH! WHAT THEY NEED IS A GAME FOR TWO PLAYERS!! WHY DON'T THEY BUY A NEW ONE?
READER'S VOICE
'COS THEY'RE TOO EXPENSIVE, STUPID!
NOW IF YOU'LL EXCUSE ME, I'VE GOT A LITTLE BROTHER TO KILL!



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HA! I BEAT YOU!
GRRR!
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1-2 PLAYERS

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OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS:Snappy

1ST DAY SCORE

70-21

ORIGIN

Super High Impact is a conversion of the recent Midway coin-op.

HOW TO CONTROL



A Snap the ball, pass to a receiver, power run, call a time out.

B Hand off, pitch back, jump, switch player.

C Spin to avoid a tackle. Use to make a dive and bring down the offensive.

S Starts and pauses the game where it is possible to call a time out.

HOW TO PLAY

Decide whether to play against the computer, challenge a friend or join forces to play the computer together, select your team and play a simplified version of American Football.

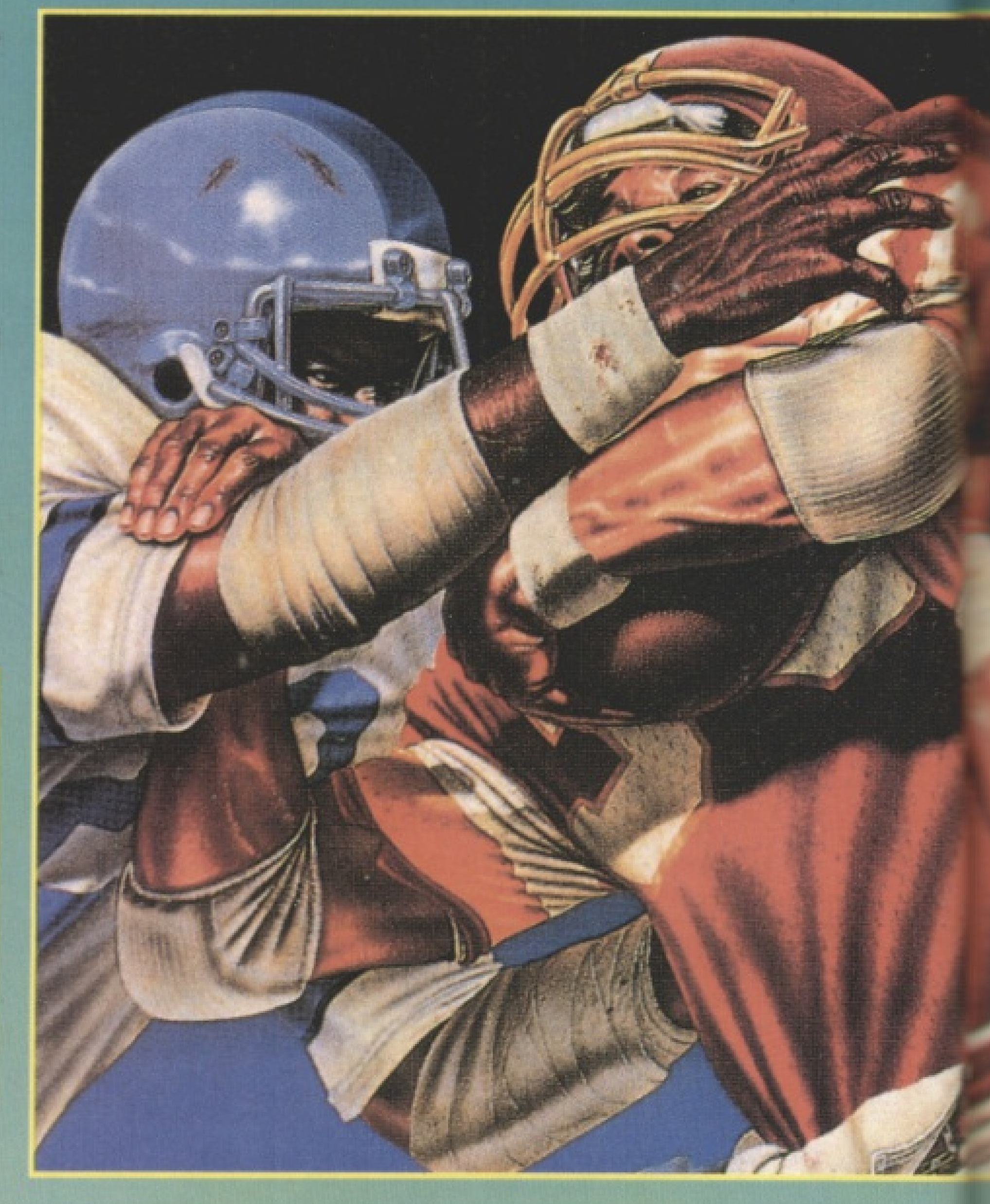
Feeling so hyped about something that it becomes bad for your health is something the Americans are strangely accustomed to by now. Let's face it, they get excited about anything. Until a certain hamburger chain arrived over here a burger was just a burger. Now this same company claims that a visit to their shop makes your day.

If a race of people can be so obsessive over such a menial thing, imagine the distressing furor that erupts over a sport like football. As far removed from our beloved game of soccer as Mahatma Ghandi was from Hitler, American football is the biggest noise in the spectrum of world sport - anybody who has watched coverage of this spectacle on Channel 4 would testify to that.

Super High Impact from Arena is a celebration of the most striking aspects of this massive American phenomena. Ignoring the the sportsmanlike conduct and camaraderie so prevalent in true to life football games Arena have converted this wild and crazy Midway coin-op to the Megadrive. Be prapared to literally fight for recognition in this latest, skull-crushing American Football outing on the Megadrive. You have been warned.



The team on offense have only a few yards to go...

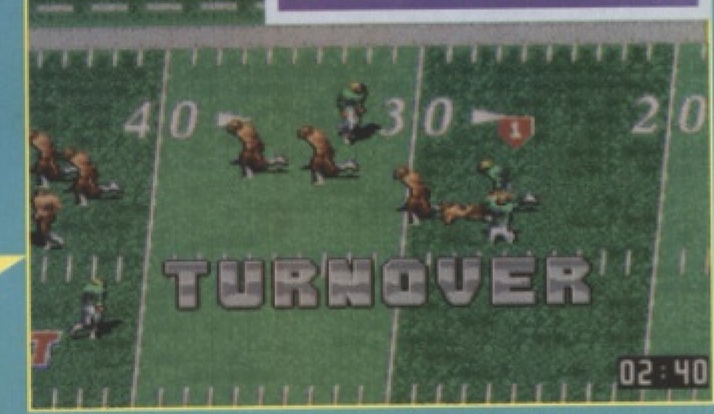


GOING IN HARD

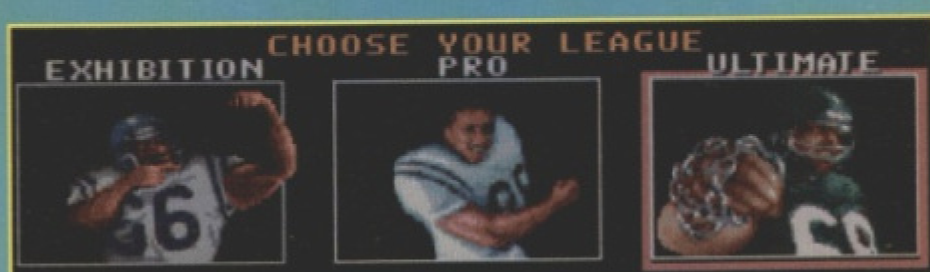
There's a lesson to be learned here and that is if a job's worth doing it's worth doing properly. Like if your teams are going to flatten the offense, they may as well do some damage while they're at it. To let you know just how much pain your team has inflicted, should your team make a noticeably wicked tackle, Super High Impact displays a hit-o-meter. The team's work is rated from granny tackle to awesome with a chap who looks like Dave Lee Travis screaming the results out from the screen.



PER IMPACT





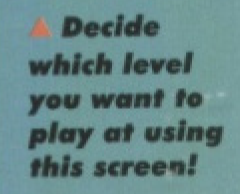


▲ *Decide which level you want to play at using this screen!*



◄ *They're going for the kick here, as you can see from that big meter*



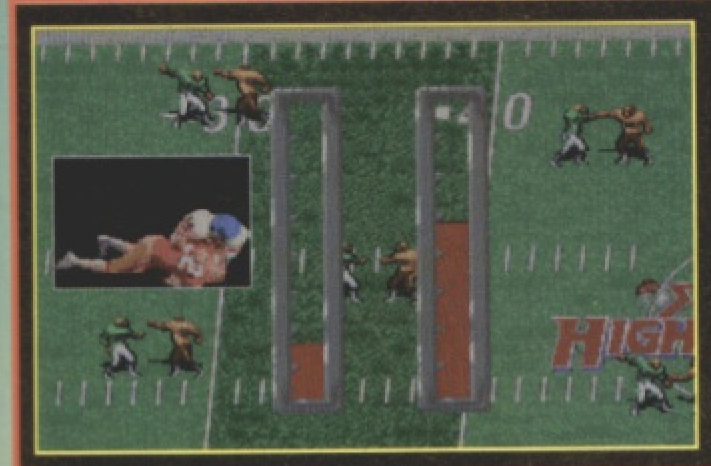




COMMENT

Super High Impact is very entertaining, but only for a short while. The extravagant presentation of the game is hard to ignore, even the ridiculous fight sequences, hit-o-meter and outrageous tackle routines are sure to raise a laugh. However this says nothing about the depth of gameplay and its chances of sustaining interest past the first day. The fact that the game has been converted over from the arcade says much about its style and presentation. Those looking for something to rival the realism and strategy of Electronic Arts' John Madden masterpiece won't find it here. Super High Impact contains some interesting features and is playable in a way meant purely for fun, but there is no place for any amount of skill. There are no noticeable differences in the teams' strengths or weaknesses so it's just a case of choosing the most appealing kit and getting on with the game. The choice of plays available is restricted to just thirteen offensive and defensive formations, none of which make any significant difference to the game once the ball is in play. This comes as a relief when you consider that the choices of offense and defense are displayed side by side for both players to look at. Don't be fooled by the way this one looks or its easily accessible gameplay. Remember that you don't neccessarily need to be an American Football expert to get the most out of John madden's but the option is there to learn. With Super High Impact there just isn't enough content to carry it beyond half an hour of pleasing aesthetic action. As such it is best to avoid.

GNASH, GNASH.



Players hate to be humiliated. If a team gets trashed by the defense, the fuses of a few short tempers are sure to burn out and a fight begins. More often than not somebody shouts "eat this" and proceeds to lay into anyone wearing a different colour kit to themself. At this point everybody joins in. Including you. Each team's fight meter is displayed on screen and the first to reach the top wins the battle. To ensure your team's victory it is neccessary to hammer away at the A, B and C buttons as fast as possible, or else witness the hideous gloating of the other team and know that your team are all dweebs.

★★GNRR GNRR★★★★★★★★★★★★



The way in which some of the players on the receiving end of a heavy tackle get taken down is quite worrying. In fact it's a wonder that they ever recover. Players can consider themselves fortunate to get away with their helmet being knocked off when there is the possibility of an unceremonious disrobing at the hands of a rampant linebacker. Shoulder pads, shirt, shin pads and pants get strewn everywhere as the unfortunate lad is left wearing just his underwear in full view of the stadium's spectators.





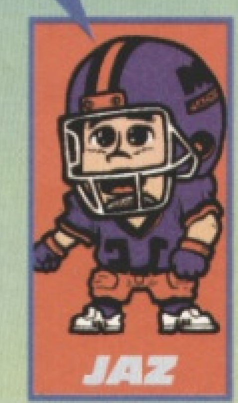
▲ *Ha! A sad attempt at a passing play!*



▲ *The player's down, but he's made it!*

COMMENT

It only cost me 50p to find out that the arcade game was a very limited, highly simplified and not particularly enjoyable version of American Football. It takes £40 to find out the same thing about this! On the surface the game looks great. The visuals are very good, the sound is neat and there are some brilliant presentation touches that are very similar to the arcade game. The problem is, though, that the gameplay is very poor indeed. There are only thirteen play actions, there's very little difference between the teams, the game difficulty is moronically low (even on the hardest setting) and the action itself is simplistic beyond belief, with little skill required to score touchdowns or stop an oppenent's offensive drive. Even with two players, the lack of excitement, variety and depth means that it only takes a couple of hours to get completely bored of this. Super High Impact is all frills and no substance - if you want American football action, try any Megadrive American football game other than this.



JAZ

★★★★★★★★MATES★★★★★★★

You may remember the feature in John Madden's '92 where friends could team up to play against the computer. Well it's included here too. Player one controls the offensive moves while player two is in charge of the defense. What this amounts to is that player one controls the quarter back and player two the receivers on offense, but player two gets to call the shots when choosing the best defense formations.



▶ *An all-action picture here as play commences!*

▼ *Scrap! Scrap! Scrap! Scrap!*



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 89

▲ Arcade quality attract sequences and intermission screens. Reasonable choice of options.

GRAPHICS 90

▲ Strikingly animated sprites that perform some amusing tricks and classy digitised images.
▼ The sprites are a bit small which makes the action look cluttered.

SOUND 86

▲ Stacks of sampled speech and rousing music to hype the game.
▼ Some of the speech is grating.

PLAYABILTY 61

▲ Very easy to play.
▼ The amount of command over the team is severely restricted. Quite often a touchdown is achieved using no skill at all.

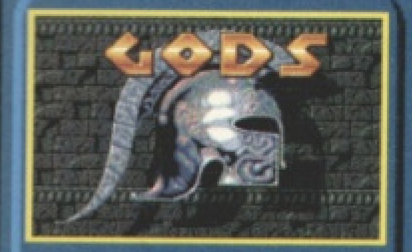
LASTABILITY 32

▼ The extremely limited gameplay and lack of real control means this loses its appeal very swiftly indeed.

OVERALL 39

A superbly presented American football game which is totally let down by its limited, dull and shallow action and non-existent gameplay.

REVIEW







PRICE IMPORT

BY RENEGADE/MINDSCAPE

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
REPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM/HARD

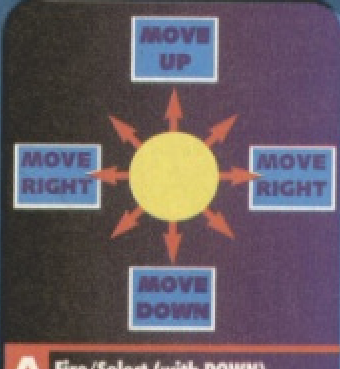
1ST DAY SCORE

50,000

ORIGIN

Gods was originally an Amiga game programmed by the "legendary" Bitmap Brothers team.

HOW TO CONTROL



A Fire/Select (with DOWN)

B Jump

C Nothing

S Pause

HOW TO PLAY

Run around the platform area, blasting meanies, solving puzzles and defeating terrifying bosses!



GODS



The gods are angry... Very angry. In fact, they're so positively irate about the foul goings-on in a certain Greek city, that they've decided to unleash a hideous plague of foul beasts onto the metropolis. As you might imagine, upon seeing the satanic hordes the city's inhabitants take flight, leaving the place deserted. A hero is required to pack up his most devastating weaponry and enter the infested city, dealing out destruction to any of the demonic minions who cross his path. You are that hero!

What this generally all boils down to is you strutting around the eight-way scrolling cityscapes, dealing destruction to all who cross your path. Unfortunately, your progress is halted by a number of devious puzzles the gods have prepared for you. So, along with your brawn and weaponry skills, your intellect and puzzle-solving capabilities are needed to progress.

Adding to your problems are a number of main beasties that the gods have decided to put at the end of each stage! Watch out and keep blasting or they may spell your doom!

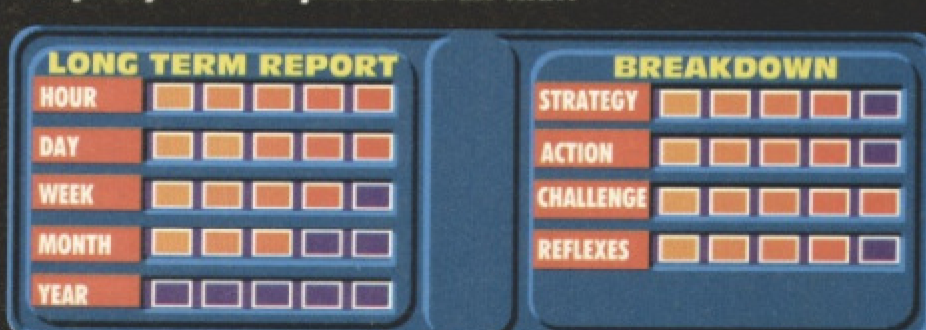


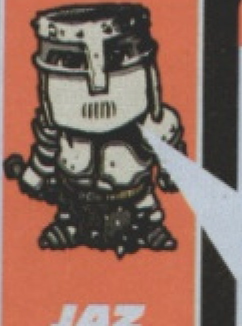
▲ *What's a good-looking minotaur like you doing in a seedy dive like this?*





▲ *Mediaeval raving in progress, be warned. Everybody is in the place and all that.*





COMMENT

I've only played the Amiga version a couple of times, but even with that little experience I can see this is a much better game. The graphics are slicker, the gameplay faster and the tunes more menacing. The only gripe is the joypad control, which is unnecessarily fiddly and causes frustration at first, but once mastered there's a huge game in there waiting to be discovered. Although it doesn't look packed full of original features, Gods mixes platforming, shooting and puzzling brilliantly to produce a challenging and addictive game that no self-respecting Megadrive owner should be without.

INSTRUMENTS OF DARKNESS

As you progress through the levels, you're going to need every single piece of decent weaponry available open to you. Here's a selection of some of the instruments of destruction you find on your travels.

DAGGERS: Not very powerful, these weapons are standard issue at the beginning of the game. You won't hold onto them for long though...

MORNING STARS: Slightly more powerful than the daggers, these are best used by the end of level one.

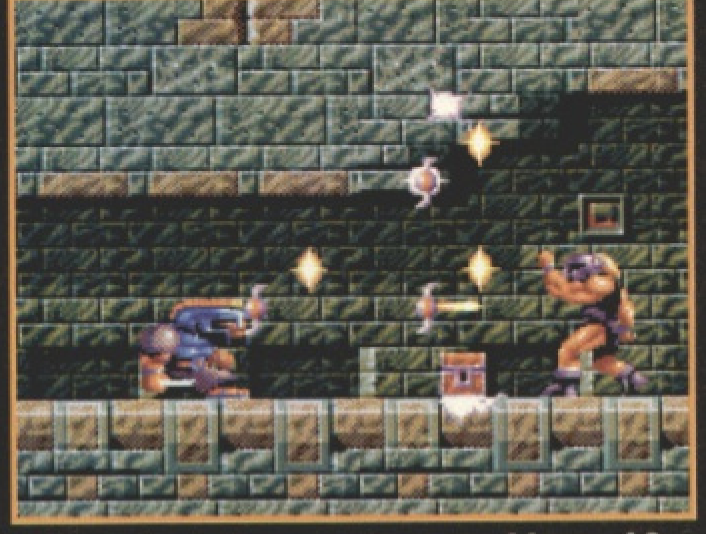
FIREBALLS: Interesting range weapons well suited to getting to meanies your other weapons can't reach.

MAGICAL AXES: These drop down below you, despatching any meanies in their path.

SPEARS: High power weapons well suited to the nasty beasts found on the later levels.



▲ *"So... you want to attack me eh? Well, do your worst you demonic fiends! I'm ready for you! Ha ha! Ha ha ha!"*



▲ *"So... chuck daggers at me would you eh? Ha ha! You'll have to do better than that!"*

▲ *Mind the odd-shaped tablets, Marlon*

POWER RATINGS

Each weapon has a power rating. This dictates how quickly it takes your weapon to despatch the enemy sprites. A level one meanie, for instance, is instantly destroyed with a power one weapon (like the dagger). Should you attempt the same thing with nasties on the last level, it takes around 12 hits to kill one beast! Power-up your weaponry regularly... or suffer the consequences!



▲ *Once again adopting that heroic stance, the hero of Gods takes time out from solving puzzles and blasting meanies to take care of matters of a more personal nature...*

◄ *Overcome by excitement, our hero takes to jumping around in a strange manner. Hmm.*

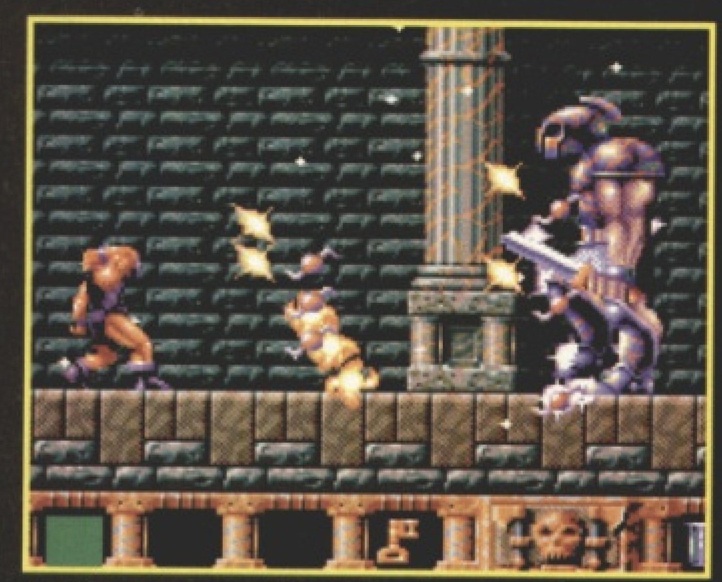


THIS MEANS NOTHING TO ME

Some of the tunes in Gods were composed by none other than John Foxx. He was originally a member of Ultravox, but left and went solo (while they turned completely sad and commercial, producing "New Romantic" hits like Vienna) and became involved in the early hard-core synthesizer scene. His hits include Underpass and Burning Car.

PERNICIOUS PUZZLING

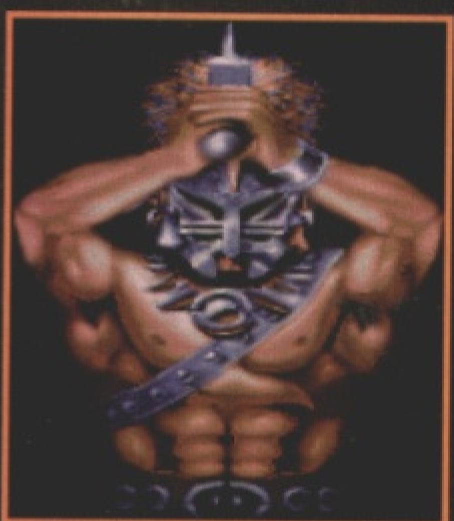
Located around the Gods map are a lot of switches. These switches are used for many different things. In their simplest form, they might just open a door, or cause a problematic spike to disappear in a puff of smoke! On later levels, combinations of levers are required to achieve different effects, be they opening doors or revealing secret passages!



▲ "So... you want to play games with the master eh? Now you're mine! Ha ha! Ha ha ha!"



▲ Now there's hardness - walking away from battle and letting the demons win! Go back you fool! Your job isn't done yet!



◀ Big chopper jokes ahoy!



▲ "Cor! You'd never have guessed it came from the kitchen reject shop would you?"

I'LL SHOP YOU, I WILL

At the end of each level, the trader enters the city to sell you some gear. The amount of money you have to spend depends on how many cash tokens you've picked up and saved in the previous rounds. Your spondoolics are best spent on the likes of new weaponry and extra lives. Potions are also available to boost the power ratings of your weapons, add some energy to your life meter or buy a familiar! For those who can't guess, the familiar is a multiple (as in Gradius) that swoops around you, attacking meanies! Cool!



▲ Stock up on your fine weapons, armour and extra lives at the shop. Amazing stuff eh?

COMMENT



I've been looking forward to this one for ages. I thought the Amiga game was decent, let down only by a lack of speed. This is no simple port-over. Renegade have recruited well-known coders Graftgold to do the honours, and they've done a fine job. It's fast, smooth and well executed, with stylish graphics and some very decent music (shame about level one's tune, though. What went wrong?). I did have problems with the control method. Getting on to ladders is a real pain with the joypad and takes ages to get the hang of. Despite that though, Gods is a super skillful game, boasting weeks of arcade action and devious puzzling to keep you occupied. However, Sega Europe don't want to release it for some bizarre reason, so you're going to have to buy an import copy if you want to play it! Doh! Well worth investing in if you're after a game that lasts weeks longer than the dull, easy scrolling shoot 'em ups every other Megadrive game seems to be.

PRESENTATION 88

▲Some nice intro screens kick off the proceedings.
▼The options screen could have been more comprehensive.

GRAPHICS 92

▲Brilliant, stylish sprites and backdrops.
▼The main sprite's animation is a tad lacking.

SOUND 89

▲A vast array of quality sound effects and music...
▼...apart from the level one tune which is dreadful.

PLAYABILTY 87

▲Once you've got the hang of it, the action is fun and enjoyable.
▼The game takes a while to get into because of the awkward controls...

LASTABILITY 92

▲Twelve massive levels packed with tons of puzzles and some fab arcade action make this one last for ages!

OVERALL 89

A brilliant example of the arcade/adventure genre with loads of challenge - well worth purchasing.

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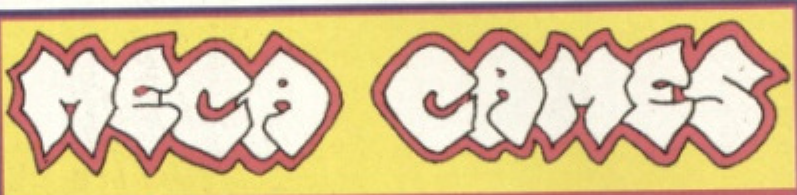
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JAMES BOND THE DUEL

1 PLAYERS

PRICE	£39.99
BY	DOMARK
RELEASE	DECEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: slow

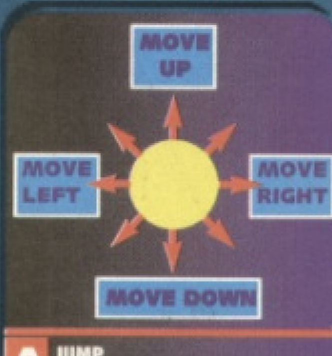
1ST DAY SCORE

25,000

ORIGIN

This is the latest product in a long run of Domark/Bond licensed games. The Duel isn't based on any Bond movie.

HOW TO CONTROL



A JUMP

B FIRE

C GRENADE

S PAUSE

HOW TO PLAY

James Bond is a platform game, requiring shooting, jumping and exploration skills.

JAMES BOND 007 THE DUEL

It was a tense tea-break for Bond and M at their secret HQ in London, England. The normal old boy japery between the dashing secret agent and his boss was much subdued by the circumstances of that day. "As I am sure you are well aware 007, last night the arch-villain Ernst Blofeld successfully hijacked the yacht being used by the forthcoming Miss World competition. As it transpires all the contestants were on board, every last one including the favourite Miss Brazil, and our own old boiler, Miss UK. It seems they were rehearsing swim-wear and beach bikinis out in the Solent. However, the main matter in hand is to get the gels back, or the bounder will hold the world to ransom for the beauties. We know where he is hiding out - a custom built island fortress just off the Scilly Isles."

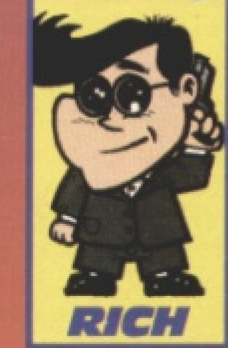
"Locating Blofeld and bringing the hostages back are two completely different matters, so that's why we chose you for the job. I know you can handle any 'surprises' our friend Blofeld may have lined up, and that you will act with the greatest propriety towards the girls, here is your file on the base".

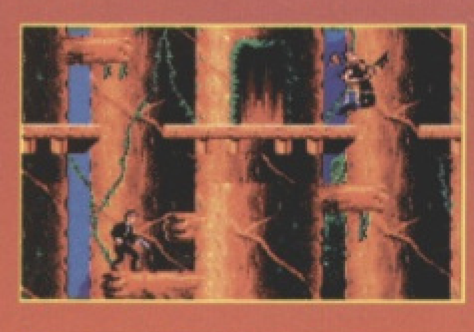
The mission notes confirm Bond's worst fears. The island is a massive complex of connected platforms, spread over a huge area, crawling with Group Four security guards. Winning through would test his climbing and shooting skills to the limit. He also realised that destroying the nerve centre of each level of Blofeld's complex would need to be done in order to save the world!

As you may imagine, Bond is back again, and in a big way!

COMMENT

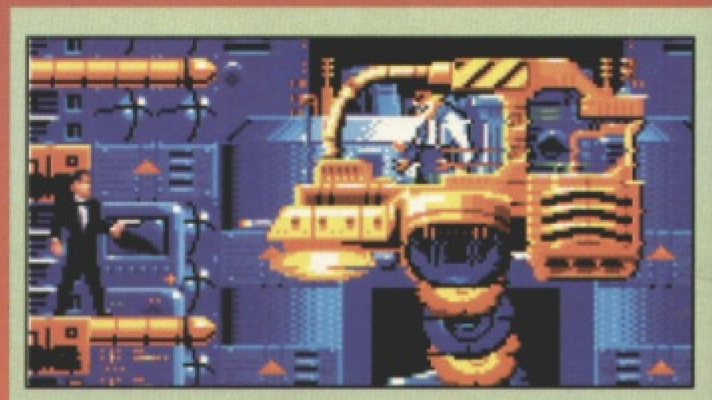
I was really looking forward to playing this one. After all, James Bond is an excellent licence and is well-suited to a console game. Unfortunately, I found James Bond 007: The Duel to be lacking in certain departments. First of all, Bond himself is just too unresponsive to work well in the game. The animation is way too slow. When you want 007 to fire, he spends ages lifting his weapon and pulling the trigger. You have to try to predict when guards appear in time for your bullets to hit - hardly a reaction tester at all. The graphics are also quite disappointing. The Bond sprite itself is truly excellent, but some of the backdrops are garishly coloured. What's more, I doubt that Bond would be half as popular with the ladies if he looked anything like his representation on the title screen. Although the action is quite a good laugh once you get into it, you have to realise that there are only four levels. The Megadrive has many excellent platform games available for it, including (as Gus likes to point out), the brilliant Alien 3 - which is much like this, but much bigger and a lot more fun to play.







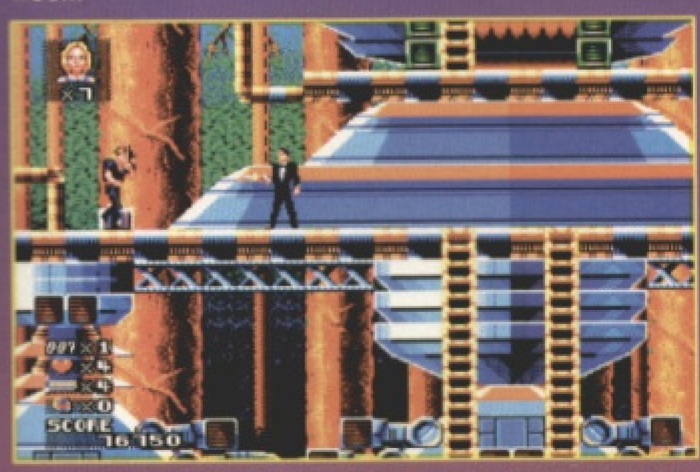
Our secret agent makes short work of a guard.





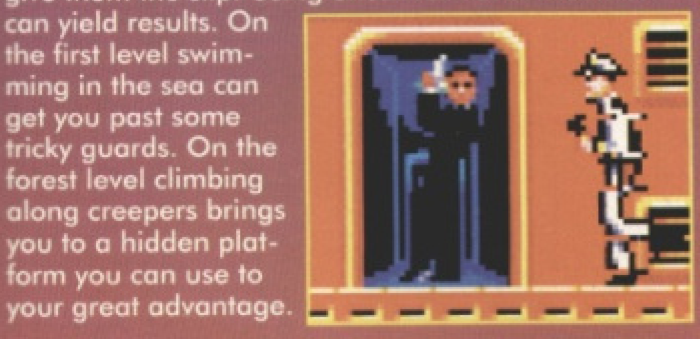
SHADOW GUARDS, ATTACK!

Bond is under constant fire from Blofeld's security men, all clad in grey, following the usual corporate image of evil villains' fortresses. Each has a regulation pistol and doesn't hesitate to shoot on sight. Later on special security men in black test Bond's marksmanship to the limit. To balance the odds Bond carries his Walther PPK with him everywhere, with enough ammunition to liberate Bosnia! However, be careful, because sometimes Bond has to stop and change an empty magazine, which gives the enemy time to blow him into the middle of next week!



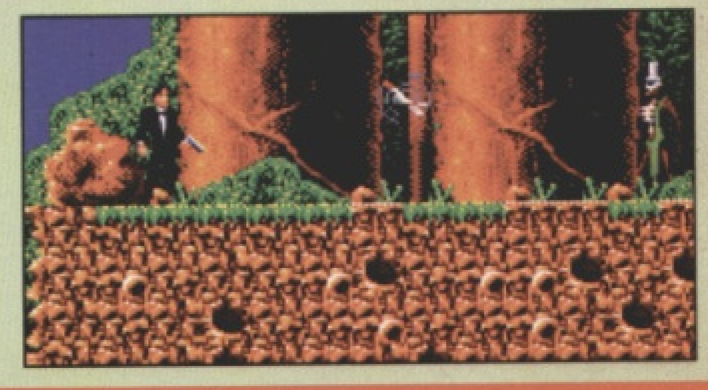
YOU SHALL NOT ESCAPE ME!

To avoid the guards and Blofeld's traps Bond can use the scenery around him. Just like Rolling Thunder, there are plenty of doorways Bond can hide in. When standing concealed in these openings the guards run on past their quarry and Bond can give them the slip. Using unconventional methods can yield results. On the first level swimming in the sea can get you past some tricky guards. On the forest level climbing along creepers brings you to a hidden platform you can use to your great advantage.



AM I SURROUNDED BY IMBECILES?

Super villains are notoriously picky about the performance of their minions. More than one oafish thug has been fed to the piranhas for failing in their allotted duties. But this time Blofeld has tried to ensure no hitches occur by hiring the best of the past Bond enemies and placing them around his island fortress. On the first level Bond is surprised to find Jaws, the 'gentle' giant of Moonraker, threatening to throw him into the water. On the forest level is the knife-throwing presence of Baron Samedi (Live and Let Die). Next, there is a fleeting cameo of Mayday (View to a Kill) and on the final level is the lovable hat-throwing Oddjob from Goldfinger. With this lot Blofeld should have no need to complain.



▶ *Bond faces Bones' knifey greetings.*

◀ *Will Jim avert Jaws' groping mechanism?*



▲ *007 faces the prospect of becoming BBQ 7.*

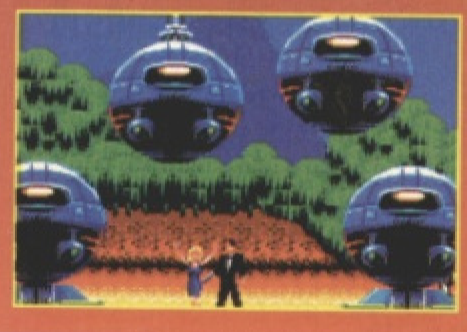
COMMENT

Early on I detected a similarity between the gameplay here and that of Probe's Alien 3. Substitute girls for prisoners, guards for aliens and you get the general idea. Even the music is reminiscent. It must be a coincidence of course. Sadly though, this is an inferior Alien 3. The graphics are not so much bad as erratic in quality and colouring. The animation on Bond is okay, and the backdrops are fine, but on the whole the effect is bland. The sound is well done. Where the game fails is in the control of Bond himself. Fast responsiveness is essential to games of this type, but too often I found 007 too slow on ladders or jumping out of doorways. Ironically, it's the extra animation on the main sprite that seems to slow his reactions. In its favour I have to say the game improves after the frustrating first level, and still retains a high level of challenge. But there isn't as much pace, nor half as many levels as there are in Alien 3. If this dogged comparison of mine seems unfair, playing both games reveals the closeness of game type. James Bond isn't bad, it's just not nearly as good as the best games of its type.



▼ *Bond rescues acabaret singer!*



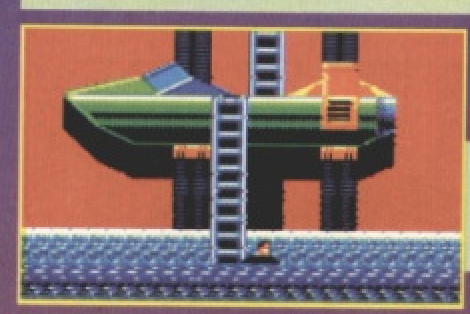


ENJOY MY HOSPITALITY, MR BOND

Blofeld has laid on some superb 'hospitality' for his 'guest'. "Perhaps Mr Bond would like to stay a while? Maybe forever!"

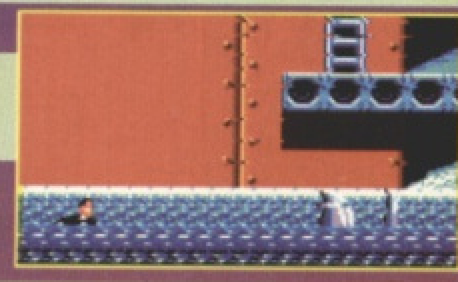
"You are admiring my yacht? Watch out for that falling submarine, you fool..."

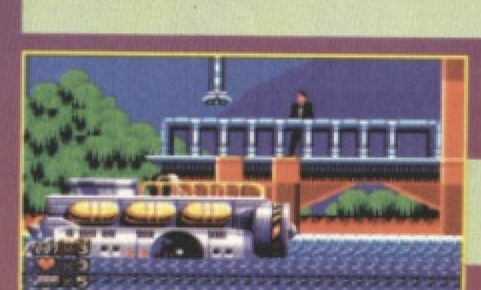




"So you have discovered a way past by leaping over the dinghies?"

"Perhaps you would like to dine with my sharks?"

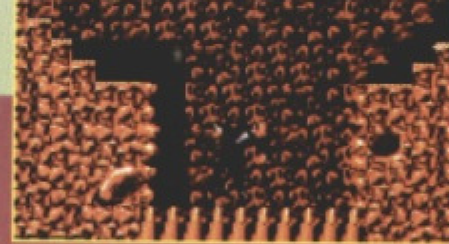




"Curses, he has jumped overboard to a waiting sub.

LATER, IN THE FOREST.

"I hope you will get the 'point' of my spikes, 007..."

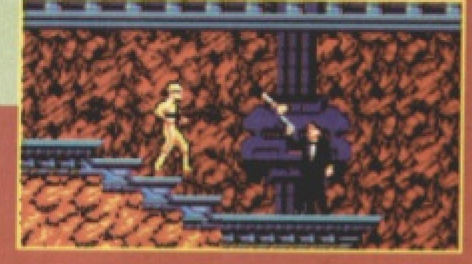




"Would you like to tangle with my tanks?"

THE CAVERN.

"Feeling cold, Mr Bond? Maybe a 'dip' in the lava pools will warm you a little."





"Don't worry about the perilous lift-shafts: drop in anytime!"



LONG TERM REPORT					
HOUR	■	■	■	■	■
DAY	■	■	■	■	■
WEEK	■	■	■	□	□
MONTH	■	■	□	□	□
YEAR	□	□	□	□	□

BREAKDOWN					
STRATEGY	■	□	□	□	□
ACTION	■	■	■	□	□
CHALLENGE	■	■	■	■	□
REFLEXES	■	■	■	■	□

PRESENTATION 78

▲Joypad changes, sound test and the amazing figure-eight alphabet bar!
▼The fact that there are no continues is a bit of a bummer.

GRAPHICS 73

▲A variety of interesting graphic zones, and good Bond animation.
▼Garish colouring in places (the yacht!) and crap 'shadow' guards.

SOUND 82

▲A funkoid Bond theme and various topper tunes and effects.

PLAYABILTY 73

▲A familiar gamestyle returns, climbing and shooting.
▼Frustrating control problems lead to exasperation.

LASTABILITY 64

▲The game is very challenging indeed.
▼Nothing sparkles early on and it's quite frustrating, so you might not feel compelled to continue.

OVERALL 66

An average game that should go down well with Bond fans. The rest of us will live without it.

In the beginning
there was Void





PRICE	£32.99
BY	SEGA
RELEASE	NOV

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY:EASY
CONTINUES: UNLIMITED
SKILL LEVELS:1
RESPONSIVENESS: GOOD

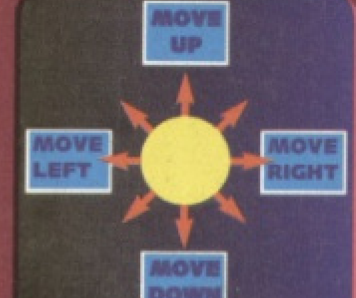
1ST DAY SCORE

COMPLETED

ORIGIN

The Taz of the title is the bizarre but lovable Warner cartoon character who's known as the Tazmanian Devil.

HOW TO CONTROL



1 DEVIL SPIN

2 JUMP

HOW TO PALY

A straightforward platform game - stonk along, avoid the baddies and get to the end of the last level.

TAZ MANIA™

Directions from Australia to the South Pole: go south! However, were you by chance to turn left as you start out on a journey from the Land of Sunshine to the chilly wastes, you'd come across a strange little island that no-one ever talks about: Tazmania. Maybe it's the hint of madness in the name, but no-one has bothered to visit the island in years - in fact the world couldn't give a XXXX for the place.

As a result, there are quite a few bizarre species living peacefully on Tazmania that would long ago have been extinct. The Tazmanian devil is one such curious animal. Sort of dog-like, with an insatiable appetite and a leering appearance, he runs riot in the jungles and backwoods areas of the odd island. His trademark is his deadly spin which has caused mighty problems for some celeb cartoon characters of the past. Tazmania is a sort of 'wildlife' arcade game on the Master System: a chance to observe at length these animal's curious behaviour. Actually, they are quite curious about matters themselves, so our study follows their attempt to discover the lost Sea-birds, hiding in a remote and fabled part of the isle. The prize of discovery is probably the biggest eggs in the world, requiring a custom built frying pan. Poaching these is Taz's aim (well, he'll have to steal them first).

PLAIN FACTS



Taz's first outing takes in the wide plains of Tazmania. These gentle undulating areas are not too tricky to traverse, with only the odd gaping chasm waiting to claim Taz. The main hazard are the other creatures trolling about in the midday sun. These include tribal mice, who carry their spears in an aggressive manner, and a particular species of man-eating plant, which has evolved legs, with which to chase his prey.

UM BONGO



Deeper into the interior, Taz explores the island jungles, teeming with deadly fauna. The jungles are home to a familiar fire-splitting plant named Ghoulsandgostus Ripoffus which require some spin correction. Tree serpents also writhe amongst the foliage, so Taz may have to seek protection in the lofty reaches of the tree branches.







▲ *Tax contemplates some evil deed.*

TAZ ME UPS

In the best traditions of platforming; Taz can help himself by picking up the odd object left lying around the landscape. Taz's way is a bit different, though. He eats them! Strange things happen when the following icons meet Taz's gastric juices:



CHICKEN
Chicken has a tradition of life-saving in platform games, and its energy-giving properties are duplicated here.



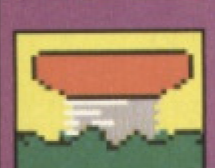
1-UP
The words "One-up" have a long history of giving players extra lives, and that rule of thumb holds true here.



STAR
Stars have a tradition... oh all right! They make you invincible for a time, and you glow a bit.



BOMBS
It's a well-known fact that bombs are usually explosive. So the internal eruptions they give Taz are of no surprise to anyone.



SPRINGS
Not portable as such, but give you a jump boost (as is traditional with platform game springs)



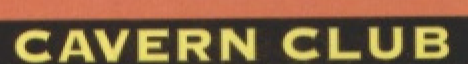
▼ *Taz awaits a safe passage through.*



COMMENT



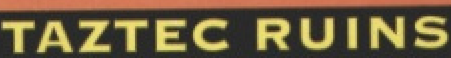
It's that time again - put the boot into the Master System. However, on this occasion it's done with regret. The time I spent playing Taz Mania was really enjoyable, I think the game itself plays in a superior fashion to the Megadrive version. But the major flaw of that game has been carried over and Master System Taz Mania is also far too easy. I can't fault the graphics are sound: they're fab, with great variety for each level. The layouts for each level and clever, and some of the areas are quite taxing. But there is just far too much chicken lying around. If there was less extra energy and lives thrown about we might have a bit of a challenge. One annoying feature of the Megadrive, inserted here, is the resetting of bonuses for each new life, enabling the accumulation of masses of lives: This is not good game design. Having to criticise Taz Mania is so irritating, because with a little tweaking all these complaints would be groundless. As things stand, I would recommend this great, but very easy game to young children and novices.



CAVERN CLUB



The lava caverns of Tazmania are rarely disturbed, except by egg-hunting devils! However, a sojourn in this subterranean hot-house is required. As well as the deadly lava pits, which kill on contact, the caves are home to mysterious fire-flies which can weaken our furry friend. By this time there are plenty of spikes lining the floor and roof, and plenty of crevasses leading to doom.



TAZTEC RUINS



The last vestige of an ancient civilisation, the ruins are a distinctly dangerous place to inspect. The crumbling remains form a maze of narrow passages and walls that need to be broken through. Even the exit is quite well hidden. The living dead wander the balconies and corridors, without even bothering to take their bandages off. The spooky ambience is heightened by the billowing spirits which float on air. Both these unholy specimens can be 'exorcised' with a quick "spin to the face!".

REVIEW

SPINTASTIC



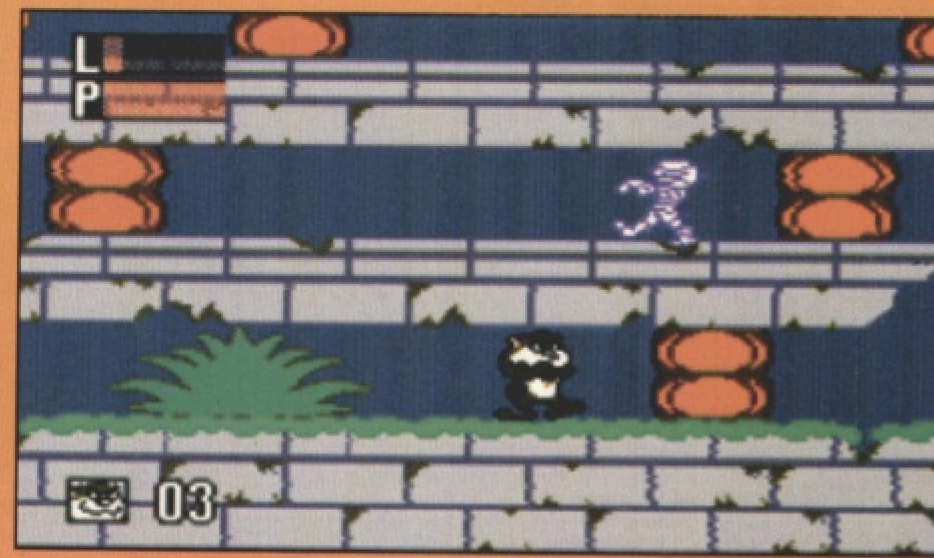
The attack spin of the Tazmanian devil has intrigued naturalists for years, and it's bound to amuse and enchant you, as you play Tazmania! Basically, pressing and holding button one turns you into a spinning mass of terror, and a match for the enemy. However, this can only be kept up for a couple of seconds before the spin level is depleted and needs recharging.

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES



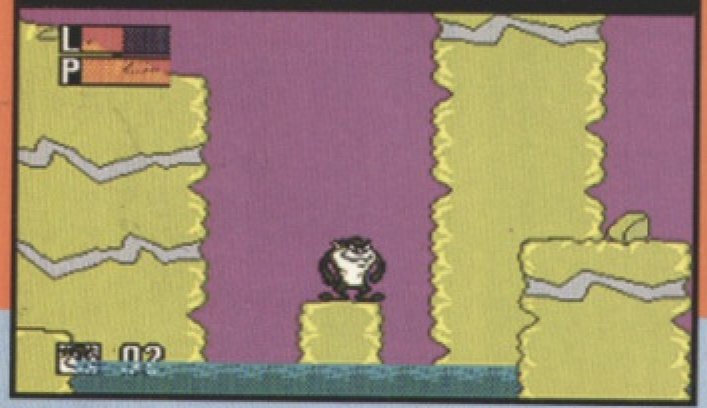
FORMATASTIC

Taz Mania is already available on Megadrive, and soon on Game Gear. The noteworthy fact is that each format's version of the game is completely different in style and structure.



▲ ***The Tazmanian Devil faces up to a stomping rock demon of doom! Amazing eh?***

CHAD VALLEY



You've made it! Now you have only to cross the final leg, the fabled valley of the Sea-birds. Here the terrain comprises of water-filled valleys and towering rocky outcrops that Taz perches on precariously. Of course, only the hardiest of creatures lives in such a place, so be prepared for the mandabilled rock lizards, and the bizarre hopping rock monsters. The ground here is so uneven that you have to be careful not to slip to your doom, and sometimes leaps across vast spaces are the only way forward.

COMMENT

Taz Mania on the Megadrive was a graphically stunning title with some great ideas which were spoiled by the game's lack of challenge. Whilst the Master System version follows very much in the presentational footsteps of its predecessor, with some of the best graphics seen on the machine for ages, efforts have been made to make things tougher. For a start, the spin power bar has been introduced, preventing crafty players from just spinning through most of each level and enjoying permanent invincibility. The levels also contain more deadly drops and smaller platforms to force more accurate jumping. There are also quite a few levels to add some longevity to the title. However, there are a couple of glitches. Firstly, there aren't enough enemies, which means the threat comes mostly from tricky platform arrangements and accidentally eaten bombs. Not surprisingly, this makes Taz Mania very easy. Secondly most levels have at least one extra life secreted around them. These lives are reset when Taz dies, meaning that if he keeps collecting them all, levels can be completed without losing a life, or even gaining one! Sadly, this means that the time taken to up the difficulty of Taz was wasted. A pity really as it spoils what would otherwise be a classic Master System title.





PRESENTATION 75

▲A few nice touches, like the redefined font.
▼No options and a complete lack of skill levels.

GRAPHICS 88

▲Brilliant, bright and bold throughout, with a good cartoonesque feel to scenery and animation.

SOUND 81

▲Nice ditties and sound effects that are just fine.

PLAYABILTY 86

▲Instantly addictive, with a better response than the Megadrive.
▼Markedly easy from the beginning onwards.

LASTABILITY 60

▲It's a big game...
▼...but it's so easy you just waltz through it in hours.

OVERALL 71

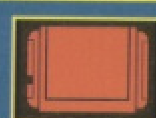
Brilliant looking, highly playable and very enjoyable - but the ridiculous amount of lives and lack of enemies means the game can be beaten in hours.

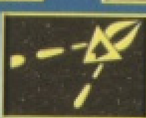
then there was

GAMES MASTER









PRICE	£39.99
BY	MASAYA
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS:3
REPONSIVESS: GOOD
GAME DIFFICULTY
EASY/MEDIUM

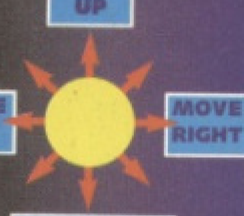
1ST DAY SCORE

Completed four levels

ORIGIN

A bog standard scroll, shoot 'n' power-up blaster virtually devoid of new ideas.

HOW TO CONTROL



A Controls speed.

B Fires weapons.

C Gunner command button

S Pause.

HOW TO PLAY

Fly the horizontally-scrolling landscapes shooting everything in your path.

GREYLANC

To the average chap in the street, any lone pilot who pits himself against a full alien empire is seen as being a bit funny in the head. However, the aliens of the universe seem to respect their true Tommy grit, to the extent that no empire is complete unless it has at one time or another been ravaged by a one-man death machine. However, this poses something of a problem for the up and coming designer alien empire who might not actually want to invade our solar system, kill loads of people and then have terrible revenge wreaked upon them.

One race in such a bind lighted on a simple solution - kidnapping all of Earth's crack pilots, teleporting them into a section of space filled with heavily-armed gunships and blowing them up. This crafty plot probably would have succeeded too, but those xenomorphs went and forgot to kidnap the most dangerous pilot of all - twelve year old Lucia Cabrock. In her rage over her father's kidnap (crack piloting obviously runs in the family) and indignation over being overlooked as a threat simply because she's a pre-teenage schoolgirl, Lucia leaps into her top secret CSH-01 Greylancer and sets off for revenge.





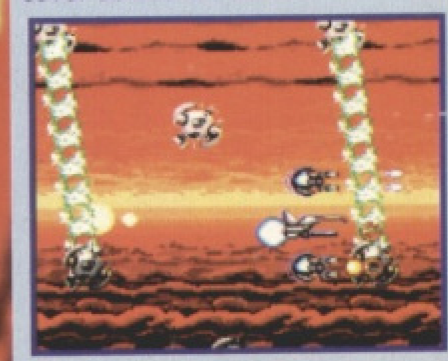


COMMENT

Greylancer treads the well-worn scroll, blast 'n' power-up boards with few new ideas to show off. Its best point is its different firing modes, but what a shame to only allow the player to pick one mode at a time. Cycling through them mid-game would have added a whole new aspect to the otherwise dull proceedings. Another problem is that you spend more time dodging things than blasting, which quickly gets tedious. The game desperately needs more action. But what really killed it all off for me is that the game is very easy to complete. Shoot 'em up fans should breeze through this within a day. The graphics, sound and presentation are all okay, but really Greylancer falls flat in the playability department. If you're after a decent blaster there are loads of better ones that this - Thunderforce III and IV, Hellfire, Gynoug, Bio Hazard are just a few of the alternatives.

MEEP MEEP VROOM

The Grey Lancer certainly is advanced. Not only does it possess such sophisticated weapons systems, it also has a variable speed gearbox too! This allows the pilot to alter the velocity of the ship at the touch of a button. Although top speed is the handiest for space combat, there are times when slower speeds are essential. One prime example of this is a section on a later level where a number of rocks fly past and there is only one safe spot on screen. At top whack, the screen scrolls too quickly forcing the pilot to duck out of cover whilst there are still rocks about. More safety conscious drivers have plenty of time before the cover scrolls off-screen.



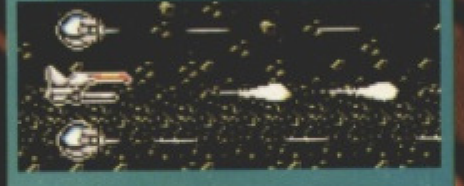
BALLS SHOOTING EVERYWHERE

Although the Greylancer ship starts out with a pretty pathetic rapid fire cannon, upgrading your defences is simple. Every so often, a weapons pod is found floating around in space. Destroy this and any one of a number of armaments are up for grabs, depending on the icon released. Once you collect your first weapon, it arrives in the form of a spheroid satellite which hovers close by your ship. Another cannon platform is awarded after the collection of your second weapon. However, from this point on every weapon collected replaces the weapon on both satellites, so there's no room for Mr. Two-Different-Weapons-At-Once. The power-ups available are listed here.

TWIN: A double-barrelled rapid fire weapon with a good range but not so much power.

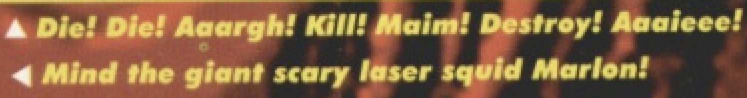


LASER: Slow firing, but has a good range and is pretty powerful.



SPREAD: Fires slow moving spread bombs which explode on contact with enemies and destroy everything in their blast radius.

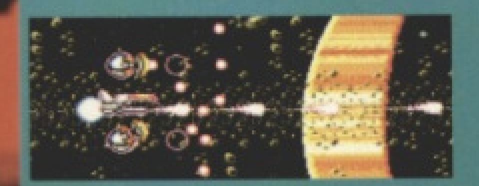




▲ *Die! Die! Aaargh! Kill! Maim! Destroy! Aaaieee!*

◀ *Mind the giant scary laser squid Marlon!*

5-WAY: A wide-spread bombardment of quite weak shots which is handy for flushing out large numbers of small enemies.



SABRE: Looking exactly like a light sabre, this weapon is the most powerful of the lot, but it also has the shortest range which makes it almost useless at times.



BOUND: Fires groovy rebounding shots which bounce around the scenery until they hit something.



BURNER: A short range flame thrower which is very powerful, but it's difficult to constantly bombard a moving target.



REVIEW

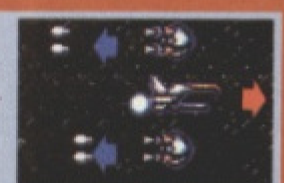
WHAT DO YOU THINK OF THE PROGRAM SO FAR?

Like that kid's wooden horse in the song Two Little Boys, there's room in the Greylancer for two. Lucia, in her wisdom, has opted to bring her gunner chum Ralf Grey along with her to manage the mass destruction side of things. However, most of the work is done by a targetting computer, which has seven programs, so Ralf's duties are confined to things like locking an aim. However, once a main program has been chosen at the beginning of the game it is locked in until the end of that credit. The programs and their applications are as follows.

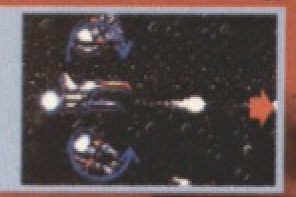
NORMAL: The gun satellites fire in the direction in which you move the joypad. The aim is locked by the gunner.



REVERSE: The satellites fire in the opposite direction to which you move the joypad. The gunner once again locks the aim.



MULTI: Each gun has a 180 degree arc of fire cycling away from the ship. This allows two different diagonal or vertical angles to be targetted.



MULTI R: Basically the same as multi, but each gun cycles through its arc in the opposite direction to that being pressed on the joypad.



SHADOW: The satellites trace the path of the ship, so this only allows firing to the front of the ship.



SEARCH: The guns automatically target the nearest or most dangerous enemies, depending on the program selected in-game by the gunner.



ROLL: The guns revolve around the ship firing either through 360 degrees or to the front only, depending on the subprogram selected by the gunner during the course of the action.



COMMENT

Calling Greylancer a shoot 'em up is a bit misleading, as it's more of an avoid 'em up than anything. The amount of time spent dodging debris and twisting through tunnels far outweighs that spent shooting things. This is a real pity actually, because it can get thoroughly tedious. The variable weapons system, although cribbed from Hellfire, is quite entertaining. That said, the weapons are the most entertaining thing about Greylancer. The graphics aren't that bad, the presentation is fine, and the sound is okay if nothing great. There are a couple of problems with the playability. Firstly, a credit is a long time to wait to change your targetting program if you make the wrong decision. Perhaps calling up the menu when the game is paused would be a better idea. Secondly, the afterburner trail and the sparkly tracks left by your ship often make it very hard to see just what's going on when the screen fills up. Many fatal bullets remain unseen thanks to the haze of spangly effects, and even some aliens find themselves masked by this screen. However, seen-it-all-before blues are the real down point of Greylancer. Although spotting which game each idea/alien/level has been stolen from is quite fun for a while it doesn't excuse the almost absolute lack of original thought which went into this game.





OPTIONS SCREEN

DIFFICULTY SETTINGS: 3

SOUND TEST: Test the music, sound effects and speech in three separate sound tests.

CONTINUES: Cannot be changed from options screen.

LIVES: No changing your lives either.

SCENARIO MODE: Turn the occasional intermissions on and off.

BUTTON CONTROLS: Change the functions of the buttons around.





PRESENTATION 92

▲Lots of options and great presentation throughout.
▼Skipping through some of the intermissions can get tiresome.

GRAPHICS 70

▲Some impressive looking bosses and backgrounds.
▼Sprites and effects are generally poor, and the backgrounds are of inconsistent quality.

SOUND 45

▲Lots of tunes and effects.
▼But they're all crap.

PLAYABILTY 63

▲Quite nippy and responsive.
▼Unoriginal and the action doesn't take long to get tedious.

LASTABILITY 45

▲Eleven levels to take on...
▼...but they shouldn't take more than a day or two to complete.

OVERALL 48

Tries to "remix" a load of old ideas without much success. Thunderforce III or IV, Gynoug, Bio Hazard and Hellfire are all miles better.

and now....

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AMIGA







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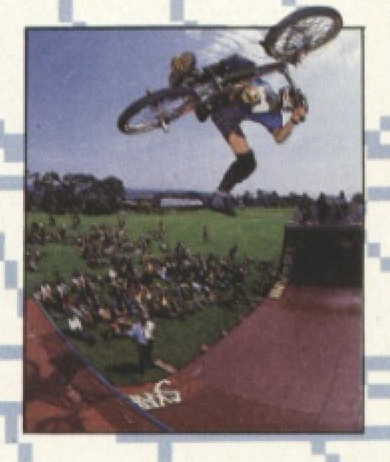
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GREMLIN

Put your free tokens to good use in the mega-arcade on all the latest coin-ops. Use your ID pass to key into the high scores table, with fab prizes for the top players!



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TWINKL



PLAYERS 1

PRICE £40

BY WAS

RELEASE IMPORT

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: 3-5
SKILL LEVELS: 3
RESPONSIVENESS: VERY SWIFT

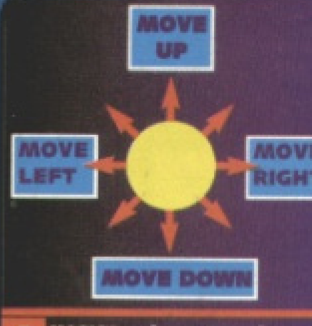
1ST DAY SCORE

400000

ORIGIN

An original title from new software house on the block, Wonder Amusement Studio.

HOW TO CONTROL



A MAGIC Lets loose a magic smart bomb (if you have any).

B FIRE Fires Twinkle's chosen weapon.

C SELECT WEAPON Switch between the three available armaments.

S PAUSE

HOW TO PLAY

Twinkle runs around the four-way scrolling environment shooting everything that moves.

Twinkle Tale. What a lovely name. It inspires visions of fluffy cuddly Care Bears on a mission to help old people and make everyone sick with their candy floss cuteness. True enough, the star of Twinkle Tale is a sweet little girl called Twinkle. However, this is where the jolliness stops. See, Twinkle is in fact a child prodigy with an extensive mastery of the arcane arts. Not surprisingly this gets her into all sorts of magic-related scrapes, such as her latest escapade which involves four magic gems.

Thousands of years ago, there were three primal forces embodied in their rawest form as globes of magic energy. One day the three forces clashed and from the resulting explosion a fourth force, that of pure magic, was formed. The blast also had one other effect, which was to transform all four energies into jewels, and from that day each one was guarded by a powerful mage. As is often the case in these situations, the four mages have been kidnapped and the four ultra-powerful magic items have fallen into the wrong hands. It is now up to Twinkle to travel the lengths of the Mystic Kingdom and free the gems before they are used to wreak destruction throughout the planet.

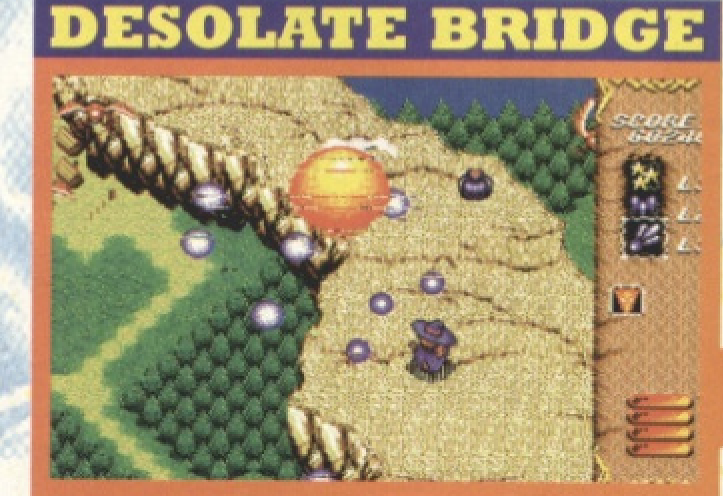
WHAT A BOMBER

Although Twinkle's main use of magic lies in her primary attacks, her offensive (and magical) capabilities don't stop there. Twinkle is also able to make use of talismans found concealed in chests and statues found along her way. These artifacts, when properly used unleash a magic force of great power and destruction (they act as smart bombs in other words). There are two different smarties for your delectation. The first one, Fire Blast, launches three huge shafts of flame up the screen destroying whatever it hits. The second one, Super Bombs, launch three whirling globes of doom in front of Twinkle, which then swirl around the screen killing things. However, if this second weapon is fired in the wrong direction, it may just whizz off screen never to be seen again. Only three talismans can be held at once, so if you've got your hands full and you stumble across another one don't be afraid to use up a bomb so's it's not wasted.





DESOLATE BRIDGE



ROCKY CHASM









E TALE





This map is displayed between levels and shows where you are in the Miracle Kingdom. The player starts in the grassland before the rocky chasm and works in a clockwise spiral towards the Ivory Palace in the centre. The variety between levels is illustrated here by the four fine levels shown.

UNDERGROUND



SPIDER'S LAIR



MONSTER SKANK



Although the Mystic Kingdom may look nice from afar, it is actually populated with some of the vilest creatures from mythology ever. The standard hordes of goblin archers and knife-throwing skeletons aren't exactly pushovers, but they're fluffy kittens compared to some of the beasts found lurking in the middle and at the end of levels. The first gargantuan terror is the Chimera found at the end of level one, with following levels populated by Demon Trees, hydras and a pretty gruesome giant spider, who dies in true arachnid fashion when Twinkle blows its legs off!

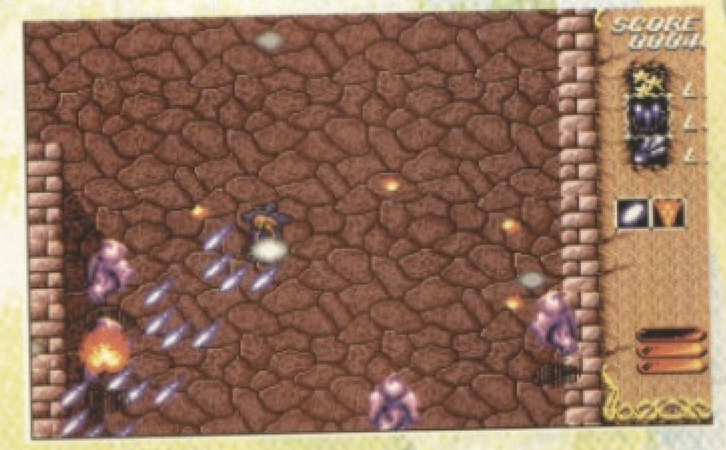
COMMENT

Twinkle Tale is certainly a bizarre name for such a macabre shoot 'em up, but then again, at least it avoids all the blasting cliches which we're all so tired of. The graphics are superb, with large, detailed sprites and excellent use of colour throughout. Once you get into the game (ie about halfway through the first level), the playfield starts scrolling in all directions and the danger comes not only from enemies but from rock slides, precarious winding bridges and traps as much as from the plentiful supply of evil monsters. It's this constant struggle to stay alive, which isn't easy with only one life and a three-hit energy bar, which helps make Twinkle Tale such a great cart. Even on the easiest difficulty setting things are pretty tough; on the hardest it's a challenge to match any other on the Megadrive. OK, the Megadrive isn't exactly short on shoot 'em ups, but with its sprawling play area and challenging gameplay Twinkle Tale is certainly one which you should try out, providing you're not too embarrassed to ask for it in the shop.





▸*Watch out for the rabid tree of terror!*



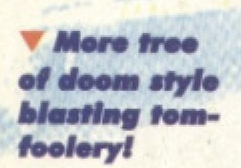
REVIEW

COMMENT

With a name like Twinkle Tale, you immediately think this is going to be a real wet simpering pansy of a game. But nothing could be further from the truth. No siree bob! Twinkle Tale is a challenging blaster which also features great graphics, good tunes, thumping sound effects and plenty of fast and furious action. Although there aren't many different weapons and many levels of power-ups, there are enough enemies and other hazards to keep you more than busy, and the game is certainly big. Don't let the rather inane plot and the fact that the game doesn't feature laser-equipped space ships put you off. Twinkle Tale is one of the best shoot 'em ups I've played on the Megadrive this year.

JAZ





▼ *More tree of doom style blasting tom-foolery!*



▼ *Plenty of targets for young Twinkle here eh readers?*



NOT A LOT

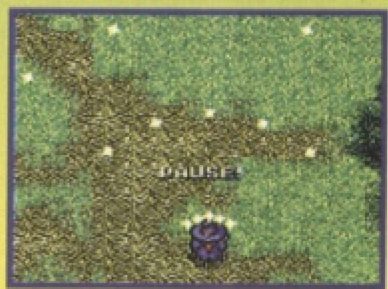
As you might expect from such a wizardly sort, Twinkle is a bit of a dab hand at the old magic spells. She has three main offensive spells, each of which start out quite weak. However, by collecting the appropriate icon she can power-up each one twice more. However, each icon only powers up one weapon by one level, so for a full power arsenal six icons are needed. To make things a bit trickier, every time Twinkle takes a hit the weapon in current use loses a level, as well as Twinkle losing a notch off her energy bar. The three spells at her command are as such:



SPREAD: Starts life as a pretty measly forward-firing twin shot. Upgraded to first three-way and then five-way spread patterns with a couple of power ups. Not very powerful, but fires quickly and provides blanket shot coverage.



JAVELIN: Fires two energy spears straight forward. Powers up to fire three and finally four spears at once. Very powerful indeed , but has the drawback of only firing in a straight line in front of Twinkle and having a fairly slow fire rate.



SEEKER: Fires a single ball of energy which homes in on the nearest target. Power ups allow two or even three blasts to be fired at once. Fire rate is OK but it's not exactly a powerful weapon. However, it is probably the most useful of the lot, allowing Twinkle to dodge without having to worry too much about aiming.

LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	■■■□□
ACTION	■■■■■
CHALLENGE	■■■■□
REFLEXES	■■■■■

PRESENTATION 90

▲Gorgeous intros and lots of neat intermissions set the scene.

GRAPHICS 91

▼Lots of large, clear sprites, loads of colour and great backgrounds.

SOUND 81

▲Zillions of tunes and effects.
-Although the effects are good, the tunes can get a bit dull.

PLAYABILTY 90

▲Fast and responsive with loads going on at all times.

LASTABILITY 89

▲Plenty tough, with three difficulty levels to challenge blasting fans.

OVERALL 88

A tough and enjoyable game which, although it sounds a bit wet, is one of the best blasters we've played this year.

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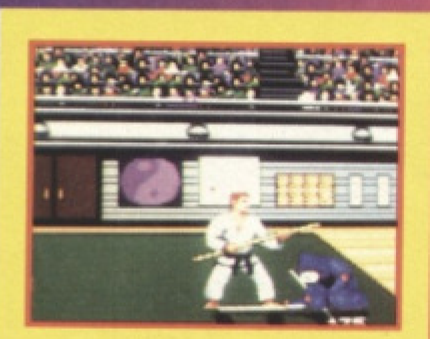
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FEATURE



We're doing the time warp as we cast our minds way, way, way back to two years ago to see what games we reviewed, how they have stood the test of time and what we think of them these days. Jaz 'n' Rich have been down to the dusty MEAN MACHINES vaults to check out issue two. This is their story



BUDOKAN

MACHINE: MEGADRIVE
BY: EA

Learn the four disciplines - nunchaku, kendo, bo and karate - and fight other masters in the eponymous competition. Not so much an arcade beat 'em up, more a fighting simulation.

WHAT WE SAID THEN

JAZ: Recommended to beat 'em up fans looking for a real challenge.
MATT: Has a depth and sophistication rarely seen.

WHAT WE SAY NOW

JAZ: The lastability is a bit high, but the rest of the ratings are fine. This is a tough, but enjoyable game which is full of subtle touches. A true thinking man's beat 'em up.
RICH: I'd agree with that - Budokan is still great. What with Street Fighter II being so popular, you'd think that Electronic Arts would release a sequel!

ORIGINAL SCORES

PRESENTATION 86%
GRAPHICS 86%
SOUND 82%
PLAYABILITY85%
LASTABILITY 89%
OVERALL 87%

STRIDER

MACHINE: MEGADRIVE
BY: SEGA



Converted from the highly popular coin-op, this platform slash 'em up had a huge following and was one of the major Sega releases of 1990.



WHAT WE SAID THEN

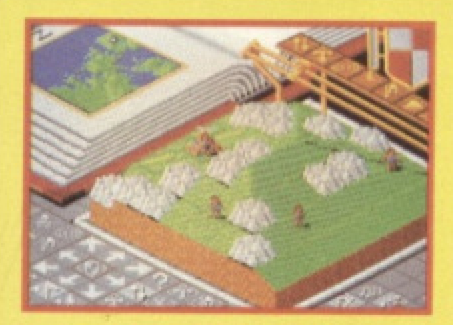
JAZ: One of the slickest conversions yet seen on the Megadrive.
MATT: Stunning in every respect.

ORIGINAL SCORES

PRESENTATION 86%
GRAPHICS 94%
SOUND 89%
PLAYABILITY 94%
LASTABILITY 90%
OVERALL 92%

WHAT WE SAY NOW

JAZ: This is still great, although it's not quite and smooth and slick as I remember. Presentation should stay the same, graphics down to 90% (the animation is a bit ropey by today's standards), sound 81% (it's a bit tinny), playability 92%, lastability 85% and overall 86%. It's still good, but hasn't got enough in it these days to be a Megagame.
RICH: I agree. Strider is still very playable today, but there's just not enough in it to warrant the £40 price tag. I actually bought the game when it first came out and completed it the next day... very disappointing. However, I still unearth it for a quick play every now and again (about every six months actually). This would be a great buy for inexperienced players.



POPULOUS

MACHINE: MEGADRIVE
BY: EA

Become a God and control the destiny of your people using your divine powers to help them to eradicate their enemies in this 3D isometric perspective, icon-driven game.

WHAT WE SAID THEN

JAZ: One of the most addictive games you'll ever play.
MATT: Simply brilliant.

WHAT WE SAY NOW

JAZ: This is still as brilliant now as it was then and would get

ZANY GOLF

MACHINE: MEGADRIVE
BY: EA

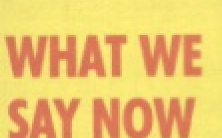
A crazy golf game featuring some of the wackiest courses ever seen.

ORIGINAL SCORES

PRESENTATION 82%
GRAPHICS 78%
SOUND 70%
PLAYABILITY 82%
LASTABILITY 68%
OVERALL 74%

WHAT WE SAID THEN

JAZ: Great fun- but don't expect to be playing it in a month's time.
MATT: A great game, with fun courses and accurate ball movement.



WHAT WE SAY NOW

JAZ: I thought that because of the limited amount of levels, its appeal would wear off quickly, but it's a great game to load up and have a quick play before putting it back into the cupboards for a few months.
RICH: This is one odd game that remains unique in the Megadrive range of game. Although its lastability is questionable, I still think it's a real laugh and it is available now for £19.99! That being the case, I think the marks are spot-on.

FIRE AND FORGET II

MACHINE: MASTER SYSTEM
BY: TITUS

Drive your battle-damaged Doom Buggy around a twisty road, blasting everything in sight!

WHAT WE SAID THEN

JAZ: A must for addicts of highway violence!
MATT: Vroom! Dashing along the road, shooting everything is my idea of fun!

WHAT WE SAY NOW

JAZ: Still in a league of its own, this is the toughest and fastest highway blaster on the Master System.
RICH: The blasting action here is as fresh as ever and the feeling of speed is great. I think the marks are fine, except perhaps the graphics, which I'd mark down to about 86%.

ORIGINAL SCORES

PRESENTATION 81%
GRAPHICS 90%
SOUND 83%
PLAYABILITY 87%
LASTABILITY 79%
OVERALL 82%



FORGOTTEN WORLDS

MACHINE: MEGADRIVE
BY: SEGA

A conversion of the popular Capcom shoot 'em up in which you take on the hordes of Bios. It's all standard fare - pick up the power-ups, defeat all the end-of-level baddies and destroy the final guardian to win the game.

WHAT WE SAID THEN

JAZ: Give it a go if you fancy a good blast.
MATT: A brilliant, addictive game.

WHAT WE SAY NOW

JAZ: At the time there were practically no horizontally scrolling blasters available for the Megadrive, but the genre has moved on a lot since then. Graphics down to 82%, sound 73%, playability 83%, lastability 74% and overall 79%. It's fun, but there are loads of better games these days.
RICH: Scrolling shoot 'em ups are ten-a-penny on the Megadrive these days. Although Forgotten Worlds is still a good laugh it doesn't compare favourably with the likes of Gynoug, Biohazard or Hellfire.

ORIGINAL SCORES

PRESENTATION 88%
GRAPHICS 91%
SOUND 79%
PLAYABILITY 88%
LASTABILITY 82%
OVERALL 85%



SPACE HARRIER

MACHINE: MEGADRIVE
BY: SEGA

One of the first Megadrive games ever, this 3D shoot 'em up wowed the public back in '89 with its spectacular graphics and great sound.

ORIGINAL SCORES

PRESENTATION 83%
GRAPHICS 90%
SOUND 85%
PLAYABILITY 81%
LASTABILITY 69%
OVERALL 77%

WHAT WE SAID THEN

JAZ: If you like your games to be more than a pretty face, give this a miss.
MATT: Fast and furious and great fun, but lacks a variety of gameplay to make it a total winner.

WHAT WE SAY NOW

JAZ: I feel the same way about this now as I did then. It's fun, but hasn't really got enough in it to make it worthwhile for anyone other than diehard Space Harrier fans - even at its new £20 price point.
RICH: Space Harrier never really appealed to me because it all appeared rather shallow to me. I think I'd knock 10% off each mark for this game. The gameplay is just too repetitive by today's standards.

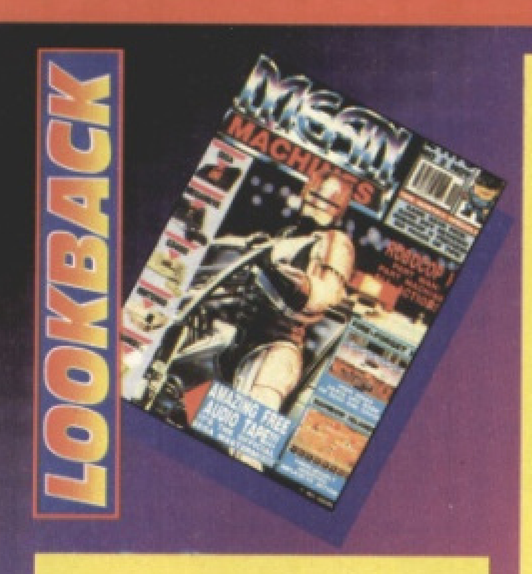


roughly the same score. However, be warned - the game is definitely an acquired taste and not many players will enjoy its subtleties.
RICH: I enjoyed this for a while - until I found out that there was very little difference between the 900-odd levels. That being the case, I grew tired of the game very quickly. I'd recommend waiting for Virgin's Mega-Lo-Mania or EA's Powermonger before checking this one out. I'd probably award a mark of around 79% to this game now.

ORIGINAL SCORES

PRESENTATION 92%
GRAPHICS 91%
SOUND 87%
PLAYABILITY 92%
LASTABILITY 95%
OVERALL 93%

LOOKBACK



ESWAT

MACHINE: MASTER SYSTEM
BY: SEGA

Don a heavy metal suit and blast your way through platform levels infested with the scum of society and several super villains.

WHAT WE SAID THEN

JAZ: Anyone who's a half decent player should be able to finish the game pretty quickly.
MATT: The playability's the thing though and ESWAT is quite entertaining - for a while.

WHAT WE SAY NOW

JAZ: Crapola! This looks awful and plays worse. All the marks should be below 50%. It's well below average these days.
RICH: Urgh! ESWAT's horrific graphics, tinkly tunes and utter lack of challenge wouldn't go down very well these days. ESWAT ratings: come on down! Graphics, sound and presentation should lose around 15%. Playability, lastability and the overall mark should go down by 10%. I couldn't recommend you buying this at all.

ORIGINAL SCORES

PRESENTATION 63%
GRAPHICS 61%
SOUND 59%
PLAYABILITY 73%
LASTABILITY 62%
OVERALL 68%

RAINBOW ISLANDS

MACHINE: MEGADRIVE
BY: TAITO

ORIGINAL SCORES

PRESENTATION 92%
GRAPHICS 89%
SOUND 83%
PLAYABILITY 93%
LASTABILITY 90%
OVERALL 92%



Guide Bub as he runs around the platform environment, firing off rainbows and dispatching the minions of the Boss of Shadow.

WHAT WE SAID THEN

JAZ: Here's another classy Megadrive conversion!
MATT: Rainbow Islands has all the features of the coin-op and some more besides!

WHAT WE SAY NOW

JAZ: It's a bit easy, but Rainbow Islands is still a fun conversion. The scores are a bit high - mid to low eighties for them all would be about right for now.
RICH: You'd have trouble actually finding this game nowadays, which is a shame because it's still quite smart. It does show its age though - the flickery graphics are unacceptable this day and age and the ease of the game in EASY mode doesn't help much either. I'd knock around 10% off each rating.

RAMBO III

MACHINE: MEGADRIVE
BY: SEGA



Guide Rambo around the scrolling environment causing as much death and destruction as possible in this ideologically unsound, but highly enjoyable blaster.

WHAT WE SAID THEN

JAZ: Well worth a look if you're into shoot 'em ups - or as Rambo would say, "mmgh rbil mrsh frbsh".
MATT: I was impressed with the general feel of the game.

WHAT WE SAY NOW

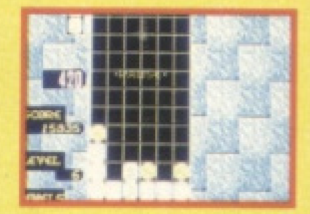
JAZ: Although the graphics look a bit poor by today's standards, this is still a fun game. The only problem I found was that the official version had unlimited continues which meant you could complete it easily - the Japanese version had limited continues. Graphics 79%, lastability 77% and overall 81%. The rest of the marks are fine.
RICH: Yes, Rambo III does look rather dated these days, and the unlimited continues knocks the lastability rating right down. When Sega get around to adding this game to its £20 price range it'll be a bargain.

ORIGINAL SCORES

PRESENTATION 86%
GRAPHICS 94%
SOUND 89%
PLAYABILITY 94%
LASTABILITY 90%
OVERALL 92%

COLUMNS

MACHINE: MASTER SYSTEM
BY: SEGA



Guide blocks, fruit or dice down a well and arrange them into coloured patterns. Keep those blocks from reaching the top or it's game over!

WHAT WE SAID THEN

JAZ: Although Columns sounds rather dull, it's the sort of the game that has you coming back time and time again.
MATT: This game manages to be both soothing and completely addictive at the same time!

ORIGINAL SCORES

PRESENTATION 84%
GRAPHICS 78%
SOUND 89%
PLAYABILITY 93%
LASTABILITY 88%
OVERALL 89%

WHAT WE SAY NOW

JAZ: This hasn't aged at all - it's still just as brilliant as it was when it first appeared..
RICH: The Master System hasn't seen a game quite like this in the two years since we reviewed Columns. It's in a class of its own - if you haven't got it and like puzzle games, buy it NOW!

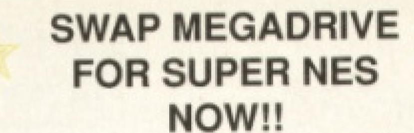


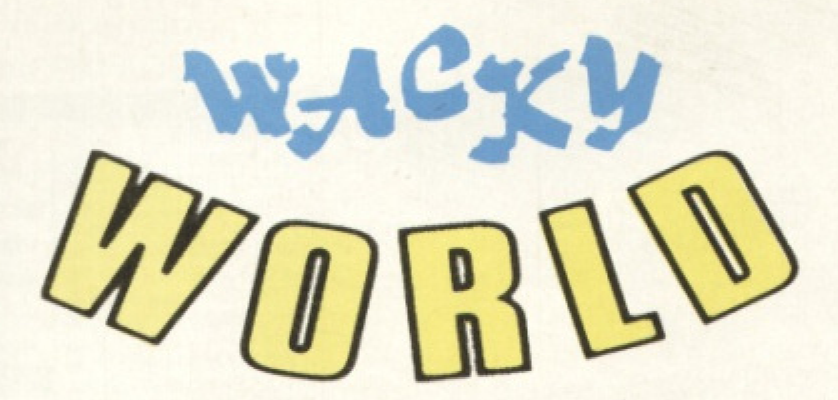
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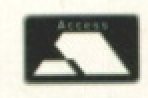
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MASTER SYSTEM 2 for sale, 4 months old, 2 Controllers, Pro Wrestling Game, Fully Boxed with Instructions. Worth 395 sell for £65 ONO. Phone (0452) 720802 and ask for Matthew.
VIOLINS cased with books £30 and £40, both £60. Ring Kaz on 081-398 4489. Bargain.
MEGADRIVE for sale! Unwanted Birthday present, boxed as new. 2 Joypads plus 4 Top Games: Desert Strike and 3 others worth £220 sell for £130. Excellent offer. Tel Richard (0732) 457296 Sevenoaks.
HOW ABOUT every edition of Mean Machines 0-24 £60 the lot or swap for 3-4 NES Games. Phone (0302) 864830.
FOR SALE Super NES Games: Super Soccer, Super R-Type, Addams Family, F-Zero, Joe and Mac all for £25. Street Fighter II and UK Instructions (Jap) £40, Prince of Persia (Jap) £30. Ring Rob on 081-953 0679 also UN Squadron £25.
JAP MEGADRIVE with Sonic, Mickey Mouse, World Cup Soccer, Super Monaco, Afterburner II, Populous, Altered Beast, Rainbow Islands, Kings Bounty. Machine with 4 Games of mine £150. Each extra game £15. All offers with 3 Joysticks. Phone (0908) 583189.
ATARI LYNX for sale includes Adaptor and 4 Games - Toki, Ninja Gaiden, Slime World, California Games £100. Ring (0953) 718346.
GAMEBOY GAMES: Duck Tales £16 (94%), Tennis £13 (96%), Nemesis £12 (91%) - unboxed or swap for any US/UK/JAP SNES Game - all considered. Final Fight etc., Cart Games. Tel Jamie (03552) 28641.
NES WITH Mario 1 £45, SNES and Megadrive Games for sale and wanted. Phone Steven 081-657 3716.
AMSTRAD GX4000, Stereo Console, Unused and Boxed with 9 Games including Batman, Robocop 2, Pro Tennis, Navy Seals £95. (0892) 653485.
STREETFIGHTER II, Arcade Soundtrack on tape £5. Other Arcade music available. Phone Simon on 051-424 0216 after 5pm or write to 55 Dickson Street, Widnes, Cheshire WA8 6NX. Magicoms (Super Com Pro 2) Magic Drives. SFII, Supergun Arcade also available.
SUPER NES Game for sale. Super R-Type, Boxed £30 and I will throw in a cheat as well. Phone (0276) 858005 and ask for Mat.
GOOD CONDITION Commodore 64 for sale with Disk Drive, Tape Deck, Joystick and over 100 Games. Asking price £130. If interested please contact Steve on 081-429 4048 after 4.30pm weekdays and anytime weekends.
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MEAN MACHINES Issues: 2, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 19, 20, 21, 22, 23, £35. Buyer collects. Phone Simon on 051-424 0216. (Widnes) Magicoms and Magic Drives also available £230.
MEGADRIVE for sale with 4 Games, 1 Controller including Fatal Rewind, Spiderman and James Buster Douglas, Knockout Boxing. Official UK Version £170 ONO. Tel: (0923) 777014 and ask for Steven. South West Herts Area. You must collect, no posting.
GAMEGEAR + Case, Sonic, Shinobi and 2 other Games, Master System Converter, 6 months old £95 ONO. Phone Phil (0626) 891680.
MASTER SYSTEM 2, Control Pads, 5 Games which include Phyco Fox and Guantlet. Worth £225 selling for £85. Phone (0275) 837037.

MART 

RADIO CONTROL Car, Nissan Kingcab, has Fast and Slow Chargers, 2 Battery Packs, 2 Shells - 1 Brand New. New Tyres on Back Wheels and Spares. Worth £210 sell for £125. Call Jamie on (0963) 220732. Sherborne, Dorset.
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NINTENDO Entertainment System for sale, Boxed, As New, C omplete with 2 Controllers, 3 Games, Super Mario Bros., Bad Dudes and Turbo Racing. All for £50. Call for Nick on (0803) 732743.
NINTENDO for sale with Mario 1, Duck Hunt, Zapper, Punch Out and Kung Fu. Top Condition £78. Ring Jamie 051-427 8181.
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SNES, 5 weeks old, 4 Games including Streetfighter, Sim City, WWF and SMW and Converter only £200. Also Neo Geo, 2 Joysticks, 2 Games and a Memory Card for only £370 ONO. Tel: (0376) 516032. Essex.
NES FOR SALE with 2 Control Pads and 10 Games including Turtles, Duck Tales, Mario's 1 and 2 £150. (0582) 417299.
LOADS OF Megadrive Games for sale including Tazmania and Alien 3. Phone John on (0272) 732606 after 7.30pm everyday.
NINTENDO Games for sale £15 each, £100 for 8 Games. Phone Philip on (0708) 443194. Get Dialling NOW!
SEGA GAMEGEAR, master System Converter and 2 Good Games for sale £90 ONO. Boxed As New. Tel (0727) 835493.
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SNES GAMES for sale, Joe and Mac, Smart Ball, F-Zero, Addams Family £25 each. Call Paul (0653) 698157.
SUPER NINTENDO (Scart). Plays Jap and US Games, includes Streetfighter 2, Mario and 2 Joypads. Only £170. Phone Glenn (0322) 278858.
MEGADRIVE for sale, 2 Games: Mercs and Golden Axe with Joypad, Fully Boxed, Mint Condition £120 ONO Interested? Phone (0246) 220503.
LOST YOUR BOOK, I will send you a photocopy. MD, MS, NES, available. Send £1.50 and SAE per book or SAE for list to: Paul, 4 Brandon Parade, Belfast BT4 1JH.
MEGADRIVE for sale + 5 Excellent Games and 1 Control PAd. The lot for £200 or will swap for Amiga 500. I am willing to pay a bit extra. Tel (0754) 765439 and ask for Tommy.
NINTENDO NES with 9 Games: Mario 3, Excite Bike, Skate or Die, WWF, Golf, Soccer, Turtles, Paperboy, S M Brothers £170 ONO. Phone Ross (0908) 564198.
AMSTRAD Give Away. Amstrad CPC464 with Colour Monitor and Many Games. Quick Sale £2. Call Peter on 091-584 6384.

FOR SALE Amstrad CPC464 with Colour Monitor, 3 Joysticks, Light Gun and 175 Games. Sell for £250 ONO. Call David on (0604) 756301 after 5pm weekdays, anytime weekends.
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AMIGA 500, 68 Games, 100 Demo Disks, Paint Packages, Virus Killers. Tel: (0302) 364630 ask for Carl. £340 ONO!
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AMIGA 500. Mint Condition, 45 Well Known Boxed Games, 20 Demo Disks, Joysticks, Dust Cover, Deluxe Paint Kit and other software etc., Bargain Christmas Present £350. Tel: Mathew or Stephen on (0480) 69922. Also BBC-B Double Disk Drive Games £165.
FOR SALE 1991 Nintendo with 10 Games includes Snake, Rattle n' Roll etc., Perfect Condition worth £330 will sell for £150 ONO. Tel: (0269) 595293 or will swap for Megadrive + Alisa Dragon, Desert Strike, After Burner II.
GAMEGEAR with 5 Games, Mastergear, Mains Adaptor, Carry Case includes Sonic, worth £280 sell for £150. Gameboy with 5 Games including Super Kick Off, Gamelight worth £200+ sell for £100. Phone Simon 091-251 5218.
MEGADRIVE for sale. No box! 6 Great Games includes Chuck Rock, Krusty's Fun House etc. Tel Wil on (0509) 672225. Notts.
ATARI LYNX 2 with 2 Games includes California Games £90. Phone Andrew on (0483) 34677.
AMIGA A500 for sale, includes 2 Joysticks (Top Star), Mouse, TV Modulator etc., and over £300 of Software. Still boxed as new, will sell for £250 ONO. Call Duncan on 081-348 5119 after 6pm.
GAMEGEAR, Mastergear, Sonic, Halley Wars, (GG), Mains Adaptor, Populous, Wonder Boy III, (Master System), for £110 ONO and Master System with Operation Wolf and Sonic and other Good Games (Asterix, Super Kick Off), £20 ONO. Liam (0604) 231682.
SEGA MASTER SYSTEM Package, 2 Built in Games plus Upgraded Control Stick and 6 Great Carts including California Games, Paperboy and Monopoly, also 2 cards. All boxed as original. Bargain at £120 ONO. Tel: 061-764 5070 after 5pm.

SEGA MEGADRIVE, Mint Condition, 2 Joypads, Boxed, 5 games, Worth £355, Bargain £200. Phone 081-952 6631.
ATARI 520ST, Loads of Software, 5 Joysticks £175, Phillips CM8833 Colour Monitor £125, Panasonic KXP1081 Dot Matrix Printer Bargain £60. Phone (0761) 413727.
UK MEGADRIVE, 2 Joysticks, 1 Control Pad, Jap Converter, 8 Games including John Maddens '92, James Pond II, Ghouls 'n Ghosts, Road Rash. Sell £215. Phone (082571) 2662.
UK SEGA GAMEGEAR for sale, 3 Games: Shinobi, Donald Duck, Magical Guy, Mains Adaptor included £120. Phone Khin on 071-587 3510.
GAMEGEAR with Mastergear Adaptor and 3 Games: Asterix (MS), Sonic (GG) and Mickey Mouse (GG). Everything Boxed, Perfect Condition £110. Call (0332) 810759 ask for Alan.
SUPER NES + 3 Great Games, Gameboy + 9 Great Games, Magnifier, Light and Carry Case, Excellent Condition, worth just under £600, sell for £375 ONO. Will seperate. Please phone Vinny on (0702) 549079 between 4-6pm.
MEGADRIVE for sale, 5 Great Games including John Maddens, Sonic, Desert Strike and Extra Turbo Joypad £175. Tel: (0734) 783163.
MEGADRIVE for sale includes Joypad, Pro-Turbo Joypad and 5 Top Title Games £200. Phone 081-907 6175.
SPECCY 48K for sale with Joystick Interface and around 300 Games. No Power Pack £100 ONO. If interested phone David 031-664 5715.
GAMEBOY for sale, 5 Games: Nemesis, Batman, Golf, Choplifter 2, Tetris + Mains Adaptor, Fully Boxed as new. Only 6 weeks old, worth £175 sell £100. Phone Joe 081-672 9358.
NINTENDO NES, 5 Games which include Mario 3, Rescue Rangers, Duck Hunt, Mario 1. Plus 2 Control Pads and Zapper Gun £180 ONO. After 6pm ring David on (0203) 372740. Must be able to collect.
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FOR SALE Sega Master System includes 6 Games and 1 Joypad £100 ONO - no offers. Phone (0532) 780939.
STREET FIGHTER 3! Only joking. Back issues of all Top Console Mags for sale. Mean Machines 10-24, CVG 124-131 (including Go's 2-12), N-Force 1-2. All Perfect Condition, complete sell for original prices. Don't miss this one! Call (0742) 439581 NOW!
JAP MEGADRIVE for sale with Sonic, Pit Fighter, Bare Knuckle and Pacman. Excellent Condition, includes 2 Joypads only £150 ONO. Phone 081-769 5014.
JAP MEGADRIVE (PAL) plays all games, 2 Joypads, 3 Top Games: Mickey, Sonic, EA Hockey, VGC £140 ONO. All boxed. Phone (0606) 888239 ask for Ben.
COMPUTER Magazines for sale, Mean Machines, CVG, Total, Games Zone, Console xs, Sega Force, Sega Power, N Force, Console, Games X, Super Mario, Complete Guide and Nintendo Games 2! All this for £100! Phone Dale on 081-740 4052. Must be after 8pm. Thanks.
TONS OF MAGS for sale - Mean Machines, CVG, Sega Pro etc., All in Excellent Condition. Phone Alex on 081-318 9170 anytime.

GAMEGEAR + 4 Games, Master Converter + Battery Pack £160 also TV Tuner £45. Phone William on (0223) 844101 evenings only.
FOR SALE: Every Single Issue of Mean Machines 1-24 + Issue 1 of Firepower and In Combat £100, also for sale Megadrive Mickey Mouse and Thunder Force II £45 - all £150 including Yamaha Keyboard. Phone Nick on (0352) 740037.
MEGADRIVE UK, 2 Control Pads, Jap Converter and Game £100. Phone (0707) 50961. Buyer collects. North London.
AMSTRAD CPC464 with Excellent Colour Monitor, Loads of Games and Good Joystick. Worth well over £600 but will sell for £300 and may reduce. Phone (0555) 51041 after6pm.
MEGADRIVE, EA Hockey, PGA Golf, Monaco GP, F1 Circus, runs all carts, only £120. Telephone 081-470 4169 and ask for Tag, anytime after 12 noon.
UK MEGADRIVE, runs all carts, complete with 3 Games: Mercs, F22, Streets of Rage, and Scart Lead, All Boxed £130 ONO. Phone (0422) 885744 and ask for William after 7pm. Buyer collects.
FOR SALE: Nintendo Games: Bart Vs The Space Mutants and WWf Wrestle Mania Challenge £28 each or £55 both. (0707) 45591 ask for Ben.
ATARI 520ST, over 40 Games, 2 Joysticks, Mouse, Mat £210, also Sega Master System, 4 Games £60. Phone (0403) 711199 ask for Matt.
MEGADRIVE, 9 Amazing Games includes JM '92, James Pond 2, Desert Strike, Afterburner 2, Streets of Rage and Sonic. Phone Laurence Rayleigh (0268) 775369 sell for £160 worth £340. ONO.
ATARI STFM, 1 year old, 30 Games, 2 Joysticks, Mouse + More. Plus Full Colour Monitor and Muddy Fox Mountain Bike, all for £499 (over £1000 worth). Bargain! Will sell separately, for details phone Andy on (0886) 880559. (Worcs) NOW!!
UN-USED Gamegear, Mains Adaptor and 6 Games (Sonic, D.Duck, Mickey Mouse, F.Panic, Monaco GP and Columns). All £200. Monaco GP and Columns Doubles £10 each. 081-747 4663 after 6pm.
MASTER SYSTEM, 6 Games including Golden Axe, Wonderboy 3, Double Dragon, Battle Outrun and 2 Control Pads £95. 071-794 5233.
WANT A GAMEGEAR 15 in one Cartridge, Boxed, Brilliant Condition + Adaptor. Sonic, Outrun etc. Contact Damian (0359) 30493.
C64 GAMES for sale. Over 80 Games including Golden Axe, Shinobi, New Zealand Story and many more. Also 2 Joysticks included with the games. Sell for £50. If interested phone 071-274 0516 on Saturdays after 6pm ask for Chris.
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FAMICOM GAME for sale: Jap F1 Exhaust Heat, unused £35 ONO. Tel: evenings (0322) 279457 also Amiga Games under £5.
ATARI STFM, over 100 Games, 1 Joystick, Mouse (Mat and Holder), Disc Box, Spare Drive, Games include Kick Off 1 and 2, Lotus 2, F29, Master Sound 2 and lots more £2.75 ONO. For more info call 081-316 7045 and ask for Stuart.
SEGA MEGADRIVE with 6 Games including EA Hockey, D.Strike, E.Club Soccer, 4 months old, not boxed £160 ONO. Also cheap Megadrive 2, Games £100 with 2 Joypads, Bargain Price. Contact Bill (0322) 336510 after 8pm weekdays.
MEGADRIVE for sale with Altered Beast, JBD Boxing, 1 Joypad, all for £100. P&P included, also 10 other Games like Desert Strike, Quackshot for £15-20 also Jap Converter for £5. Phone Leigh on (0222) 732791. Christmas Deal!

SUPER FAMICOM (Scart) for sale, Street Fighter 2 and 6 other Games, 2 Joypads. Excellent Condition £300 ONO. Ring (0895) 621153.
MEGADRIVE SALE. Mint Condition, 5 Games, 2 Joypads, Built-In Converter, worth £360 will sell for £170 ONO. Ring (0525) 404100.
MEGADRIVE for sale, 1 Game: Toe Jam and Earl £100. Gameboy for sale, 5 Games and Lightboy £175. Please ring 081-554 1489 ask for Alex.
GAMEGEAR, 7 Games, Mains Adaptor, Carry Case. Shinobi, Donald Duck, Crystal Warriors, Halley Wars, Castle of Illusion, Olympic Gold and Leaderboard. £310 new selling for £210 ONO. All in Excellent Condition and Fully Boxed, except 1 Game. (0482) 655014 ask for Blake.
AMIGA GAMES for sale aswell as C64 and Gameboy Games. Prices range from £2-15. For more info ring 081-654 2251.
AMIGA 500 with 1/2 Meg Up-Grade with Boxes and Receipts. Plus 2 Joysticks, Mouse + Pad, Disc Box, will sell £230. Sega Gamegear, Outrun, Monaco GP, Boxed with Receipts, will sell £70. Tel: (0203) 419701.
SEGA MEGADRIVE, Jap Games, Super Thunderblade, Forgotten Worlds, Eswat, Strider, Crackdown, Columns, Rambo III, UK Game: Twin Hawk, all £15 each. Also Street Fighter and Powerstick Joystick £15 each all include P&P. Ring Paul on (0784) 483468.
SPECTRUM +3, Disc Drive, 39 Games, Light Gun, Joystick £150. Phone (0387) 56855.
NINTENDO NES, 8 Games includes Robocop, Batman, Turtles, World Wrestling, 1 Sapa and 2 Control Pads, will sell for £150. Tel: 081-447 9436.

SWAPS

MASTER SYSTEM Games for swap. Pro Wrestle, World Cup, Hang-On, Tennis, Transbot etc. Call James (0246) 433742 5pm-10pm.
US AND JAP Games to swap. Phone Nick on (0602) 289856.
NES in Good Condition with Light Gun and 5 Games including Mario 2 and Star Wars - swap for Gameboy with Leads or sell for £80. Phone Nick on (0799) 86558 weekends or weekdays between 3-9pm. North Essex.
I WILL SWAP my Master System II with 6 Games plus £70 for a Super Nintendo with WWF Game. Phone (0722) 742011.
MASSIVE SELECTION of Famicom/Megadrive Games available for exchange. For free list send SAE: 10 Glebe Gardens, Newtownabbey, Co Antrim, N Ireland ST36 6ED. Reply guaranteed. For further details about the games you can phone Michael on (0232) 844473 Evenings.
SWAP Drum Kit with 3 Drums, 2 Symbols for Gameboy with 2 Games. Phone (0636) 814309 ask for Kevin.
PAL PC ENGINE CD ROM, Interface, 4 CD Games and 4 Card Games. 1 Joystick and Leads. Will swap for SNES, 2 Joysticks and 5 Games. Phone after 6pm, ask for Alan (0703) 262040.
F-ZERO (USA) for swap, for any good games Jap, USA or UK. If interested phone Robert after 6pm 081-863 8914.

WANTED

WANTED UK SNES with 1 or more Games, must be boxed etc., £110 ONO. Tel (0733) 245008 after 4pm.

☆ MEGAMART ☆



LOVING Grandfather with limited cash flow needs help - Sega Nintendo Consoles and Games at reasonably low prices - John - (0538) 722870.

WANTED any SNES Games, especially Smash TV, WWF, Turtles IV, F.Fight, A.Family, Sim City. Also Jap/US Converter - money waiting. Also Megadrive with 3 Games for sale, takes all games, extra pad, games include Immortal, Super Mario. Make offers. (0282) 771566 ask for Andrew.

WILL PAY upto £30 for the latest and best 16-bit console games, MD, SNES. Ring (0214) 597576.

WANTED "Dig-Dug" Arcade Machine. Forward details, ie, Price, Address, Tel No etc., to Mr M. Green, 4 Boyne Road, Bury Street, Edmunds, Suffolk IP33 3NB.

SUPER NES/Famicom carts - Streetfighter 2, Ranma 1/2, Parodius, Contra Spirits, Ghouls n' Ghosts, Thunder Spirits, Final Fight, Legend/Mystical Ninja. Will buy (or swap/part exch. with Super R-Type, Raiden - both Jap). Tel Alun weekdays after 6pm (0269) 593935.

SNES GAMES, Urgently needed, top prices paid. Also Gameboy GAmes urgently needed, will pay top prices. Write to Mark, 16 Herbert Street, Denton, Manchester. M34 3DD.

WANTED Megadrive Games. Contact Mark Tyzack, 19 Browne Road, Fulwell, Sunderland SR6 9HU. Tel 091-549 8290. No swaps.

SNES GAMES Bought, Sold and Swapped, especially wanted: Zelda - upto £25. Selling Marioworld £20 Boxed. David (0708) 724736.

FAMICOM/Megadrive Games Wanted. Must be Boxed with Instructions. Upto £25 paid for best games. Phone Michael (0232) 844473.

MEGADRIVE GAMES wanted, will pay upto £15 depending on title. Phone David (0708) 724736.

WANTED: Super NES or Super Famicom Games, willing to pay £20 to £25 each, especially looking for Parodius and Axeley. Tel Kam on (0462) 677113 from Sunday to Thursday after 5pm, do not ring on Friday and Saturday, Thank You.

WANT A SUPER Famicom with Street Fighter II and Mario 4, must have Multi System TV. Contact Kieron (0359) 30493. Thanks.

PEN PALS

ARRRGGH! I'm going mad, anybody who owns a console please write to: Andrew Turner, Oosterveldlaan 124 b-2610 Wilrijk, Belgium.

GAMER-LINK! The Pen-Pal Club for all Computer owners, send SAE for full details to: 28 Churchfield Ware, Herts SG12 0EP. NOW!

HELLO THERE. I am a 10 year old boy who needs a penpal boy or girl, please be my penpal. D. Powell. 7 Lynette Avenue, Clapham South, London. SW4 9HE.

MISCELLANEOUS

STREETFIGHTER II T-Shirts, White or Blue, S/M/L/XL, SFII Logo and choice of any character £8.99 each. Ring for other SFII Merchandise. Available including Comics, CD's, Video's, Posters and Arcade Machines, Streetfighter II (Jap) for Super Famicom £49.99. Call Damien (0296) 415584 6.30-8pm Only.

MEGATECH, Issues 5-10 £3.50, or all for £20. Will swap for EA Hockey or Monaco GP. Buyer Collects. Thomas 081-316 5500 after 4.30pm.

MESSAGES

URGENT. Dean Wiley of Townsville, Australia (Mean Machines issue 24), if you want one of the games you mentioned write immediately to: D. McWilliam, 22 Torridon Place, Rosyth, Fife, Scotland KY11 2EZ. It could well be to your advantage!!!!

PHIL AND FRED have most excellent Sega software for sale. SAE to: 161 Heeley Road, St.Annes, Lancs FY8 2HR.

SUPER COM, MGH (SFC & MD), Multi Game Doctor 2, UFO, Super Gun, send SAE for complete list of products available and information, or ring 6.30-8pm, Damien Pope 11 Marsham Close, Aylesbury, Bucks HP21 9XB. Tel (0296) 415584. Also S/H & New Famicom & PC Engine Games.

CONSOLE GAMES, Equipment, Bought and Sold. Write to Simon at: 55 Dickson Street, Widnes, Cheshire WA8 6NX. Please state what you require if buying, and whether new or used, or what your selling and how much. Send SAE for 100% reply.

STREETFIGHTER II Arcade Setup (Scart) including 2, 6 button Joysticks. World Warrior, Champion Edition, Champion Edition Mega Fast Version, all available. Also very rare Mega Fast Champion Edition with Adapted Special moves. Ring for info. Prices vary. Call Damien (0296) 415584 6.30-8pm Only.

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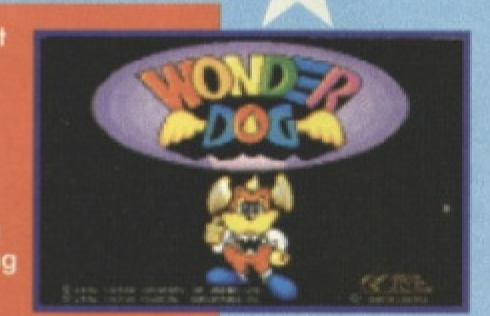
PREVIEWS

WONDERDOG

Wonderdog is Sega's latest hero, making his first appearance on the Mega CD! The basic scenario is pretty simple. A lowly mongrel, separated from his young master following a picnic that went disasterously wrong, is reborn to the world as... Wonderdog!

His life's work is traverse the eight-way scrolling platform landscapes, righting wrongs and clobbering the living daylights out of the myriad of enemy sprites that have arrived to cause our canine some aggro! Along the way, young Wonderdog collects wings to restore his energy and radioactive bones to boost his score.

Making life more difficult are the multitude of evil bosses that have made their way to the end of each level. It's down to Wonderdog to take on these bastions of evil and send them back to their maker... in pieces! Only when all of this has been done can our hero return to his young owner and resume the dull, uneventful life he led before that fateful picnic...





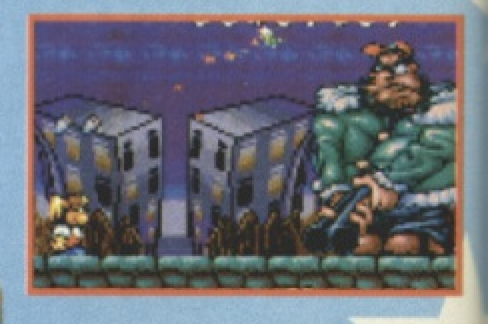




WHO DID IT?

If the name Core Design rings a few bells amongst you lot, we aren't surprised. These guys started by releasing games on the home computers a few years ago, with titles like Rick Dangerous to their credit. Then, they moved on to more sophisticated games like Carvup, Jaguar and Chuck Rock. These days, they're well into console development. Having converted Chuck Rock and Corporation to the Megadrive for Virgin Games, their first CD title is none other than Wonderdog! Hurrah!







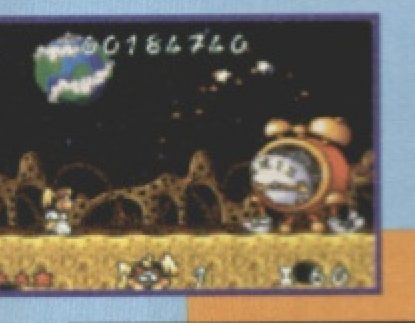
...DER DOG





MAGIC STARS?

Wonderdog has his own very unconventional form of attack. Instead of barking at them and perhaps viciously mauling them, Wondie disposes of his foes by powering-up a groovy star that he then unleashes at his bewildered foes!







BY: CARE DESIGN			PRICE IMPORT
1 PLAYERS			RELEASE OUT NOW





SUPER SLICK ACTION

Wonderdog must rank as one of the most polished games available for a console. The action is very fast, and the gameplay extremely frenetic. There is no slowdown whatsoever and the control method is extremely responsive. As you can see from the graphics, Wonderdog is extremely pretty and the sound is pretty good too. A CD quality tune (complete with sheep in the background) accompanies the action and there are loads of sampled sound effects - even an hilarious "Doh!" screached by our hero whenever he's hit. Funnily enough, this sample sounds suspiciously like Homer from The Simpsons! Odd eh?





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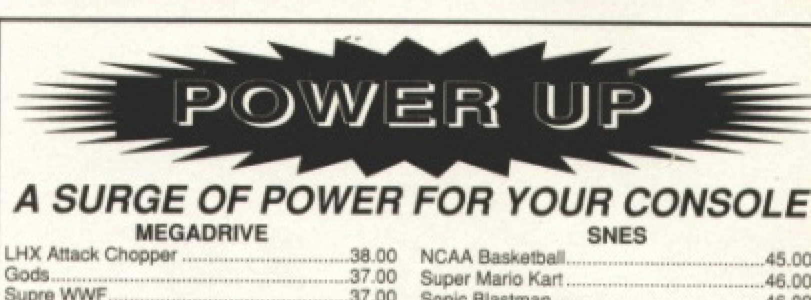
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RISKY WOODS

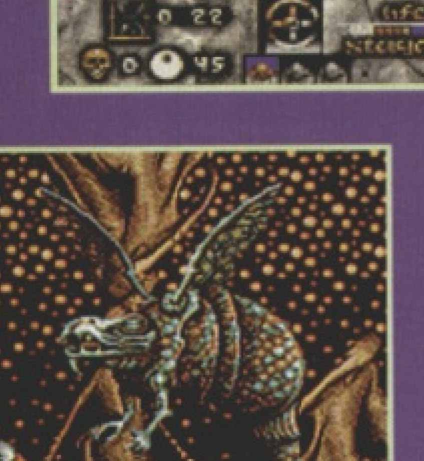
Risky Woods is another conversion of a popular Amiga title, this time released by Electronic Arts themselves. The basic idea is that the Evil Force has taken over the kingdom, by imprisoning the guardian monks of the ancient knowledge - or something.

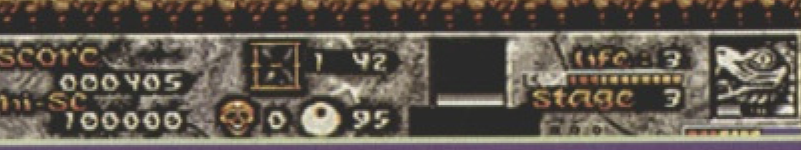
What this all boils down to is a scrolling platform game with plenty of running, jumping and blasting. Your task is to dispatch the evil minions and rescue the guardian monks from their terrible fate. Helping you along the way are many chests for you to open athat conyain bonuses and extra weapons.

The graphics are excellent, boasting all of the quality animation and definition that made the Amiga game go down so well. But how well does the game play? That's a question that we'll be answering soon, maybe even in next month's issue of MEAN MACHINES!







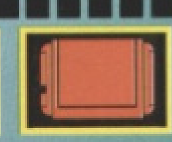




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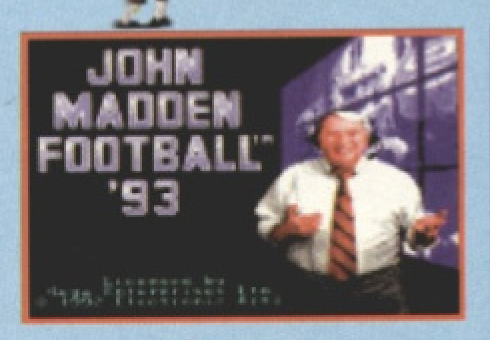
1 PLAYERS



PRICE £39.99

RELEASE DECEMBER

JOHN MADDEN FOOTBALL 93





Electronic Arts are hoping to produce the definitive American Football simulation in the form of John Madden Football '93. They've taken their award-winning sim, John Madden '92, and added a whole host of exciting new features.

The most obvious addition is the digitised speech that now accompanies some of the more noteworthy plays, and there are some new crowd noises to astound and amaze. Other new features include a split play-calling screen, a "no huddle" offence, and gameplay statistics for each individual player (rather than the whole team as it was in '92).

Adding to the cascade of new features are the exhaustive new team statistics. There are 28 new pro-teams included, and eight "greatest ever" teams to toy with as you will. The game has a battery back-up feature, enabling you to save games and team statistics. Cool eh? Electronic Arts haven't skimped on new gameplay features either. There are many new moves for the players including heat butts, taunting, stumbling, face-masking, one-handed catches and "catches off the shoe" (whatever they might be).

So, is it completely brilliant or is it just too similar to John Madden '92 to make it all worthwhile? You'll find out when we review the game in full very soon here in the pages of MEAN MACHINES SEGA.



42 YARD PUNT
#35 RETURNS
24 YARD GAIN

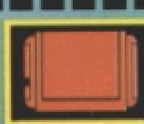


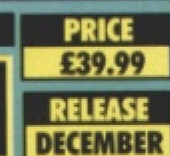
BY:EA



2 PLAYERS







PRICE £39.99

RELEASE DECEMBER

LOTUS TURBO ESPRIT CHALLENGE

The top-selling 16-bit Gremlin game is racing towards the Megadrive and it looks like being a right corker! The game puts you behind the wheel of the amazing Lotus Turbo Esprit or the equally stunning (although slightly cheaper) Lotus Elan.

The game proffers many options. There's the chance to play against the computer controlled cars in one-player mode, where the entire screen is devoted to your high-speed tomfoolery. Alternatively, your pal can stick his joypad in and race against you across the many tracks the game has to offer. For this mode of play, the screen is split in half, with each mini-screen showing the antics of each player.

The tracks are packed with all manner of hazards, including puddles, road barriers, oil patches, ice patches, stationary vehicles and even massive trucks! Some of the circuits are even plagued by treacherous weather conditions, including rain, snow and fog. So, your high-speed jaunt isn't going to be as smooth as you might have imagined...

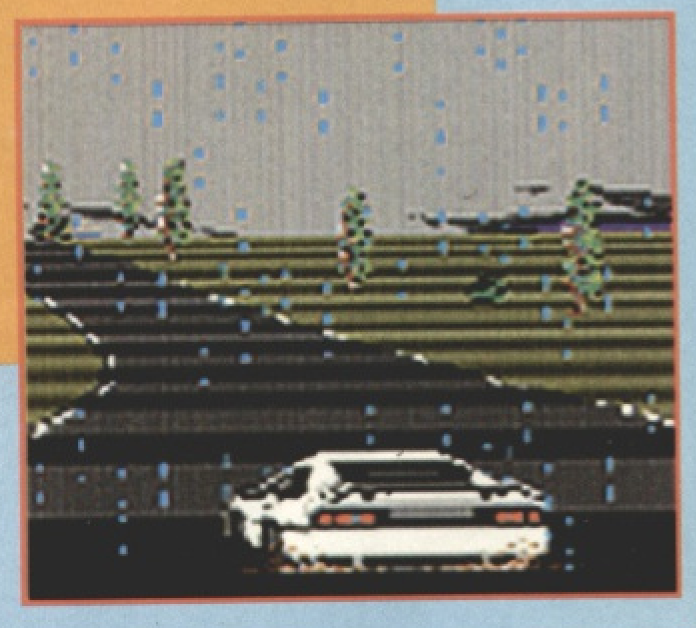
We've had an early look at Lotus Turbo Esprit Challenge and it's looking quite smart. Look out for a full review around Christmas

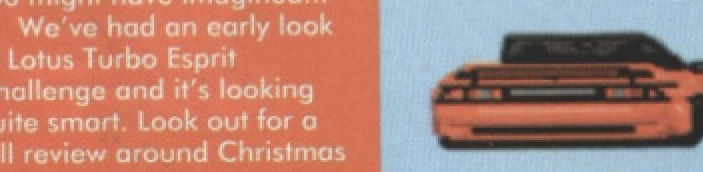




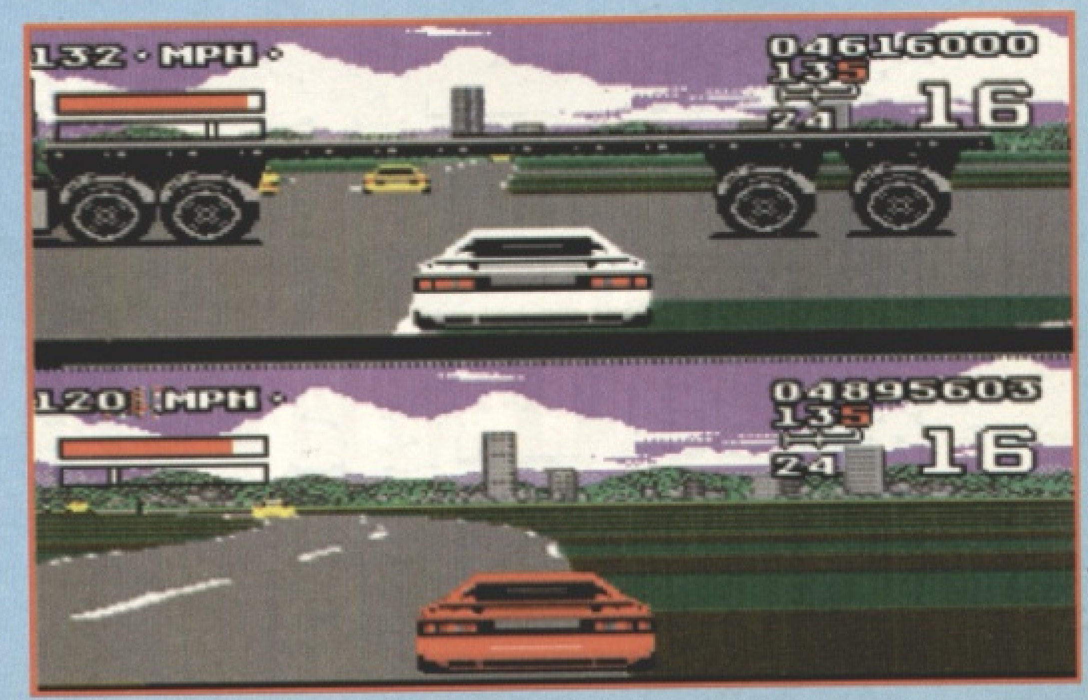




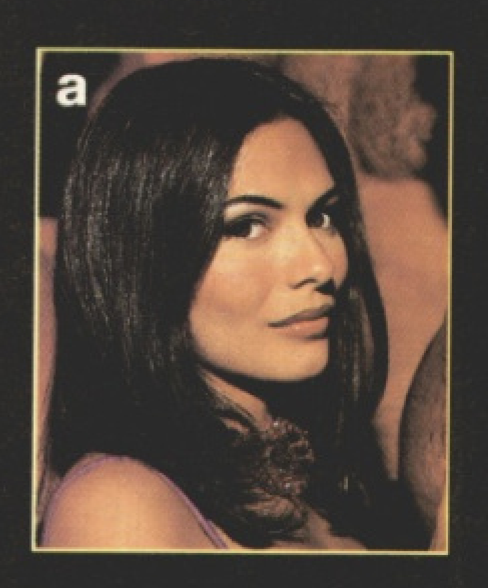




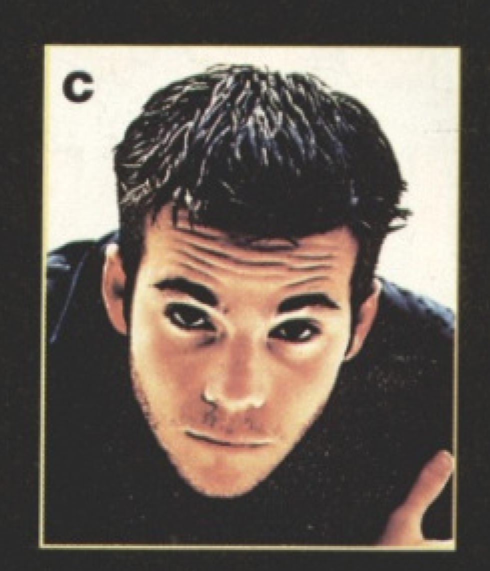


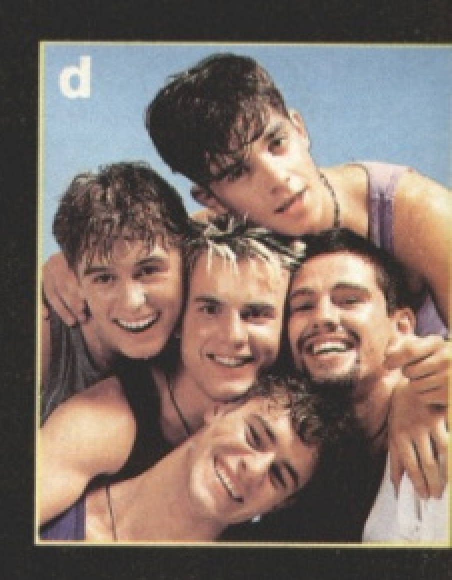


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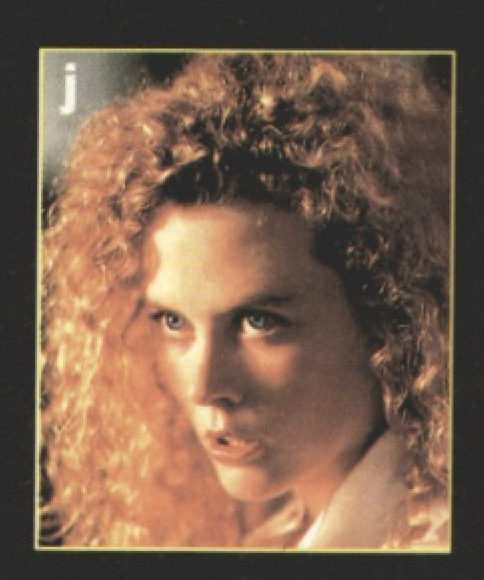




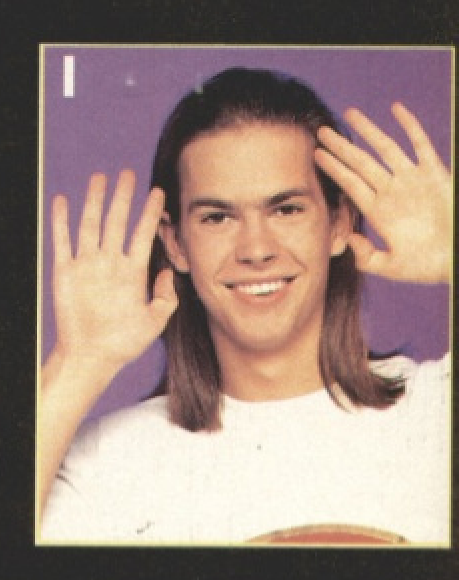




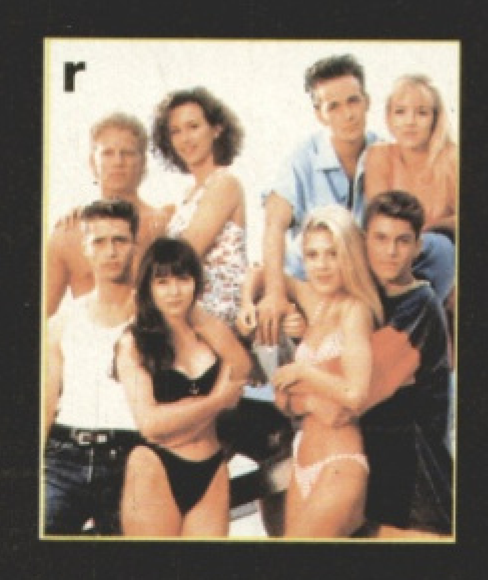
















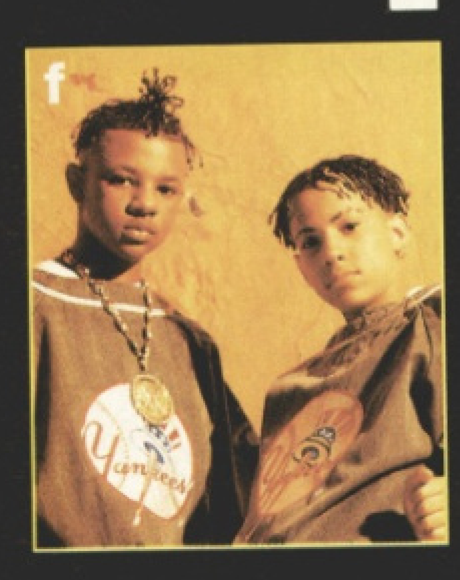
SMASH HITS reader

Out every for

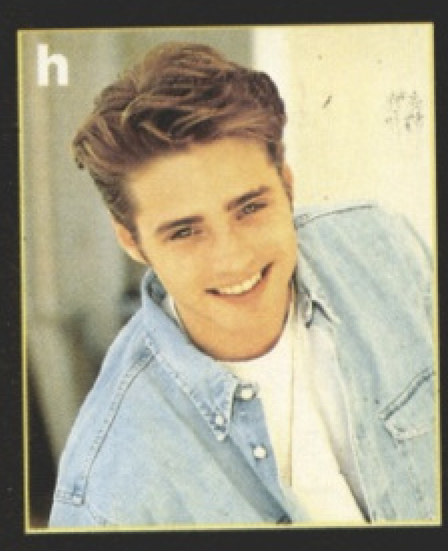
n) Manic Street Preachers, o) Richard from Right Said Fred, p) Kylie Minogue, q) Axl Rose, r) Beverly Hills 90210, s) Christain Slater, t) Dannii Minogue, u) East 17, v) Keanu Reeves, w) Les Hill, x) Tom Cruise.

these people?



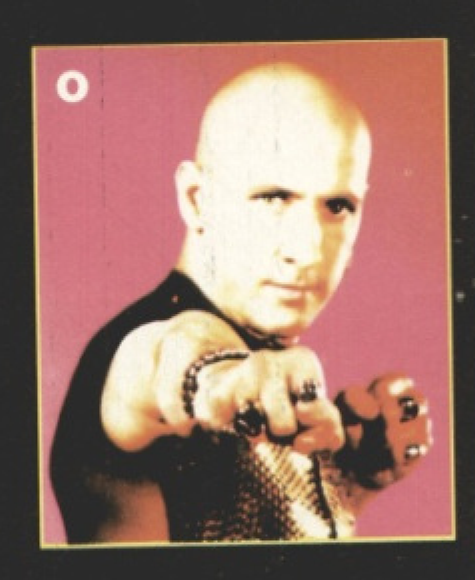


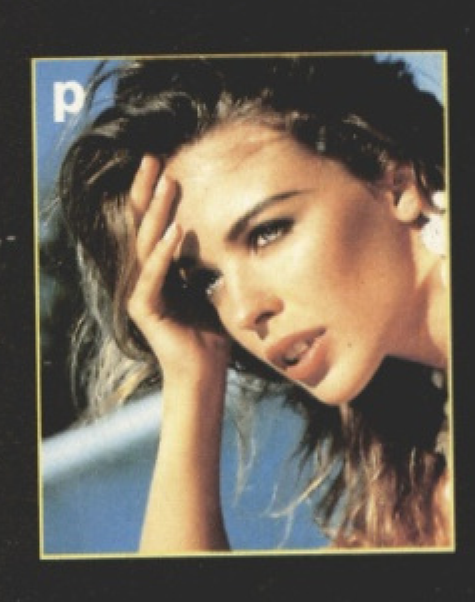




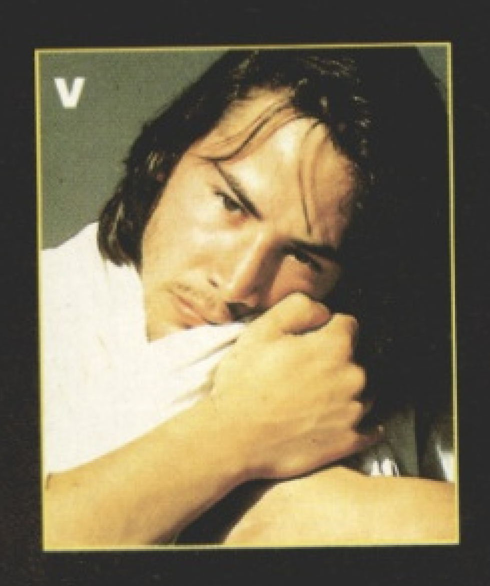


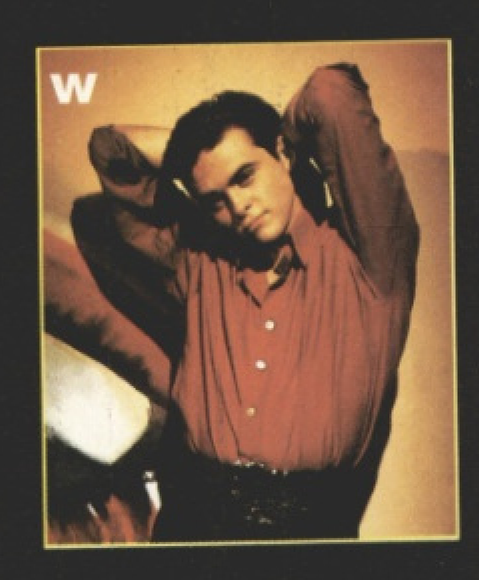


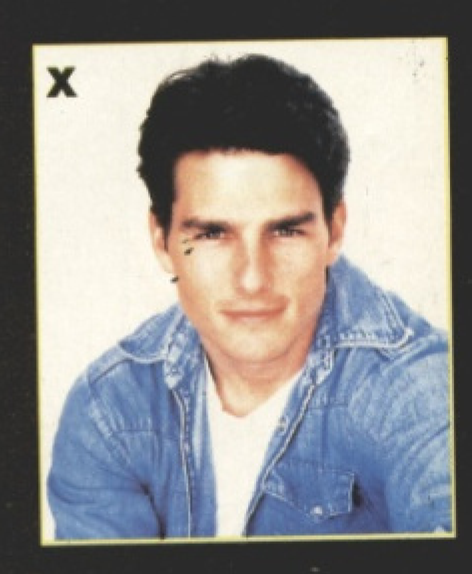












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GAMES INDEX



MASTER SYSTEM

ACE OF ACES
Take on the Red Baron in this WW1-based flight sim/shoot 'em up. Actually, you'd better not, because shambling graphics, poor sound and virtually zero playability make Ace of Aces a full-blown loser. Oh dear.
OVERALL 29%

ACTION FIGHTER
Take to the roads and skies in your transforming motorcycle/'plane in Action Fighter - a conversion of Sega's ancient vertically scrolling shoot 'em up. Whilst looking a bit dated, Action Fighter's simple gameplay is still quite addictive, and the colourful graphics and bouncy tunes accompany it well.
OVERALL 84%

AERIAL ASSAULT
Aerial Assault is a horizontally scrolling shoot 'em up in the mould of UN Squadron stacked with power-ups and flaming death. The graphics are quite simple and the sound is unappealing, but Aerial Assault is quite good fun. Be warned however, it won't take long to complete.
OVERALL 82%



AFTERBURNER
Arcade Afterburner was enjoyable because of its moving cabinet and fab graphics and sound. Sadly, the Master System has none of these, and the basic game itself is really quite dull (and very easy). Only for real coin-op fans.
OVERALL 51%

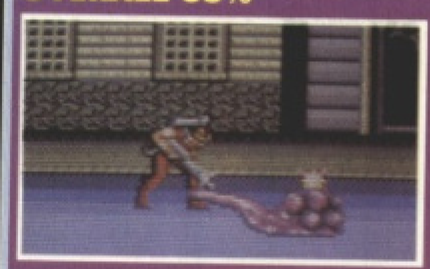
ALEX KIDD IN MIRACLE WORLD
This is the first in the Alex Kidd series, and it's still one of the best. The blend of platforming and puzzles works well and although the graphics aren't so hot they don't detract from this entertaining platform romp.
OVERALL 86%

ALEX KIDD IN HIGH-TECH WORLD
A continuation of the Alex Kidd saga, this is essentially much of the same - more wacko platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing that makes this any better than the original.
OVERALL 76%

ALEX KIDD IN SHINOBI WORLD
The latest and greatest Kidd game. Al now has the powers of Ninja magic and must traverse a parody of the Shinobi landscape to rescue his girl. This is a humorous and very playable cart with smart graphics and okay sound. Recommended.
OVERALL 90%

ALEX KIDD AND THE LOST STARS
Once again Alex must don his puzzle solving/platforming trousers to save the day. More cute sprites, general colourfulness, jolly tunes and fun gameplay. Although it's very similar to the other games in the series, Kidd fans should take a look.
OVERALL 80%

ALIEN STORM
You are Gordon the hot-dog man (or his robot assistant) and you must rid the world of an alien menace in this Golden Axe-style game with shoot 'em up overtones. Sadly, the graphics are the best thing about the game are the graphics - and they're crap. Avoid this one.
OVERALL 38%



ALIEN SYNDROME
This gory blaster was a big arcade hit, and on the Sega it's not bad either. The graphics are of a high quality and it's fairly playable, but the poor scrolling makes it difficult to see what's coming at you. This tends to make things a bit hard, so only experienced gamers should go for this one.
OVERALL 73%

AMERICAN BASEBALL
Cor blimey, a baseball game. This one's got good graphics, plenty of options and is pretty fast paced. If it's baseball you're after, this is the cart for you.
OVERALL 74%

AMERICAN PRO FOOTBALL
Although this has been out for a while now, it's still the best American Football game on the Sega. The graphics are great, the sound is good, there's lots to do, it's pretty challenging and very playable indeed. Certainly one for the collection.
OVERALL 95%

ARCADE SMASH HITS
This is potentially a great game. Missile Command, Breakout, and Centipede are converted onto the Master System and bundled together on one cartridge. The only problem is, Missile Command is the only half-way decent game out of the lot of them and none of them at all are accurate conversions of the original. A wasted opportunity.
OVERALL:OVERALL 51%

ASSAULT CITY
It's Op Wolf time with Assault City. Shoot those robots to make the world a better place. Assault City's graphics are quite jolly, and the game is fun, although somewhat easy. One for non-light phaser owning Operation Wolf fans.
OVERALL 70%

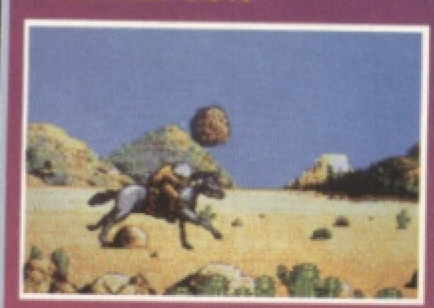
ASTERIX
Take the mantle of both Asterix and Obelix in this new platform adventure. The graphics are great, the sound's not so bad and it's pretty playable. Unfortunately, there are a few instant-death frustrations and pointless infinite continues. Still, overall it's a pretty good game.
OVERALL 80%

ASTRO WARRIOR/PIT-POT
A very old cart, this, but it's still not bad. Astro Warrior is a decent enough up-screen blaster and Pit Pot is a fun original game which rounds the cart out quite nicely. If you can find this for a bargain price it's worth a look.
OVERALL 79%

AZTEC ADVENTURE
Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!
OVERALL 38%

BACK TO THE FUTURE II
As Marty McFly you must beat five levels of platforming, jet-skating and puzzling. That is, if you don't fall asleep first. Yes, this is a proper snooze - and it's frustrating to boot. Add the poor presentation to this and forsooth - 'tis but a turkey.
OVERALL 37%

BACK TO THE FUTURE III
Marty is back! Featuring great graphics and sound, this is a fun game which is ultimately let down by the fact that it only has three levels and doesn't take long to finish.
OVERALL 68%



BANK PANIC
This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination. The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and well worth having a look at.
OVERALL 78%

BASKETBALL NIGHTMARE
Featuring very impressive, beautifully animated in-game screens, this basketball game looks great! But when it comes to playing the game, it's all rather simplistic and dull and the end result is a mediocre basketball game with some very fancy graphics.
OVERALL 56%

BATTLE OUT RUN
Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape! Although Battle Out Run isn't as challenging as Fire and Forget II, there's enough in there to warrant purchase - give it a go if you're into fast action.
OVERALL 80%

BLACK BELT
Take control of a kung-fu expert and battle it out across a horizontally scrolling landscape beating seven kinds of shinola out of anyone stupid enough to cross your path. It's definitely one of the better Sega beat 'em ups around, and is highly recommended.
OVERALL 81%

BLADE EAGLE 3D
One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or 3D Out Run.
OVERALL 51%

BOMBER RAID
Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible. It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.
OVERALL 71%

BONANZA BROS
A conversion of the so-so coin-op, Bonanza Bros plays much the same as the original, but is far too easy to complete and only has a one-player option. Doh! Not the greatest cartridge money can buy...
OVERALL 57%

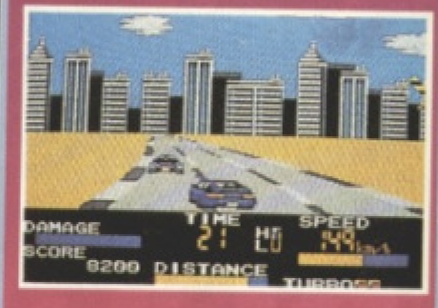
BUBBLE BOBBLE
Acknowledged as one of the best coin-ops ever, Bubble Bobble has at last made it to the Master System. And hooray for us because it's great. All the levels are here and it's rock hard - you won't complete this one overnight that's for sure. There is some slow-down and sprite flicker however, so be warned.
OVERALL 85%

CALIFORNIA GAMES
This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing. The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.
OVERALL 93%

CAPTAIN SILVER
This dire hack 'n' slash game was originally a coin-op - so it'll come as no surprise that it completely bombed. The graphics are crap, the sound is woeful and the gameplay is poor.
OVERALL 47%

CASINO GAMES
Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.
OVERALL 46%

CHASE HQ
This race 'n' chase 'n' crash 'n' burn game is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.
OVERALL 86%



CHOPLIFTER
With excellent graphics and challenging gameplay, Choplifter is one of the best horizontally scrolling shoot 'em ups around. Take it for a flight.
OVERALL 89%

CHUCK ROCK
One of the best platform games on the Master System, Chuck Rock scores highly owing to its highly enjoyable gameplay and superb graphics and sound. Well deserving of your hard-earned cash.

GAME INDEX

OVERALL 90%

CLOUD MASTER
Featuring simple, colourful and very weird graphics (like giant chickens and bowls of noodles), this shoot 'em up is a very straightforward and fairly enjoyable blast. Not great, but not bad either.
OVERALL 73%

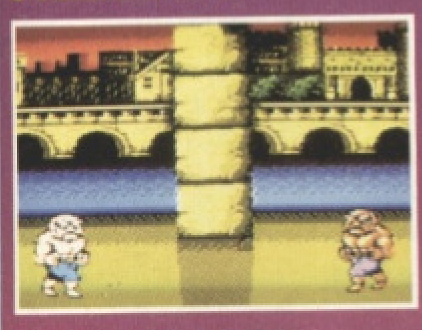
COLUMNS
The colour-matching arcade puzzle action of Columns might not sound exciting, but it's one of the most addictive games available on the Sega. Play it and see for yourself!
OVERALL 90%

CYBORG HUNTER
The mission of this arcade adventure involves penetrating a well defended complex, destroying all the robots therein, and finally confronting the man behind it. It's all quite jolly and action-packed, but originality and good graphics are very thin on the ground.
OVERALL 71%

DEAD ANGLE
This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's and casts you as a copper on a mission to wipe out an evil gang. The graphics are great, with plenty of neat touches,and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.
OVERALL 83%

DONALD DUCK AND THE LUCKY DIME CAPER
Another Disney star gets his own Sega game, and once more it's a platform game. Luckily, Donald follows the Disney trend all the way and his game is excellent. It's also hard enough to keep you going for a-a-ages, so prepare to spend thy dosh on this fab cart.
OVERALL 92%

DOUBLE DRAGON
A fairly good version of the classic beat 'em up which is let down by its flickery graphics and rather low difficulty level. Beat 'em up beginners should enjoy the action, but experts will complete it quickly.
OVERALL 70%



DYNAMITE DUKE
A slight twist on the Op Wolf format here sees you as Duke punching, stabbing and shooting your way across the globe facing opposition from evil all the way. Nice graphics, nice sound, shame about the game. It's fun at first, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

DYNAMITE DUX
The graphics on this wild 'n' wacky duck-based beat 'em up are truly superb, with bazooka-carrying foxes, marauding moose heads and gangs of field mice all entering the fray. The gameplay is fun, but it's all a little too easy, so expert gamers won't get full value for money from it.
OVERALL 79%

ENDURO RACER
This motocross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through to the end in a single sitting. Zzzzz.
OVERALL 32%

ESWAT
After the rather nifty arcade game, this is a disappointment. Wimpy weapons, feeble graphics and five levels of not-very-difficult action means completing this takes very little time and effort.
OVERALL 59%

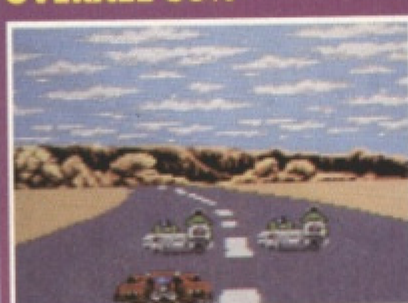
F16 FIGHTER
This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against the swarms of enemy aircraft and blow them up to keep in the game. The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.
OVERALL 48%

FANTASY ZONE
This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The gameplay is very addictive indeed, and there's plenty to challenge a hardened shoot 'em up fan@OVERALL:OVERALL 87%

FANTASY ZONE II
A superb shoot 'em up, but suffers from being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.
OVERALL 88%

FANTASY ZONE III
Not a scrolling shoot 'em up this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day. The game is a load of fun and, although the graphics are simplistic, there's plenty there to keep anyone happy for days on end.
OVERALL 81%

FIRE AND FORGET II
Fire and Forget II's zoom-up-the-road action is very fast and pretty tough, almost to the point of being off-putting. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. A must for addicts of highway violence!
OVERALL 86%



FORGOTTEN WORLDS
Become a hard floating mercenary with a flying gun in Forgotten Worlds and shoot lots of things. Yes, it's a horizontally scrolling shoot 'em up. Sadly, it's spoilt by a fiddly control method and a lack of challenge. There are much better shooters than this on the Sega.
OVERALL 62%

GAIN GROUND
This conversion of the obscure Sega coin-op shows why it was never a hit. It's a kind of flick-screen Gauntlet clone, without the playability. There's no original ideas and it all gets very repetitive. Don't buy it unless you like average games.
OVERALL 62%

GALAXY FORCE II
Featuring four levels of 3D shooting action, truly marvellous graphics and gameplay that's challenging enough to keep you occupied for weeks, this is the best game of its type on the Sega.
OVERALL 85%

GANGSTER TOWN
This old, rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.
OVERALL 48%

GAUNTLET
The coin-op was a sensation when appeared in 1986, and this version has all the features of the original machine. With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.
OVERALL 90%

GHOSTBUSTERS
On the whole Ghostbusters is a great game. The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesisers. Still, turn down the volume and get bustin'...
OVERALL 86%

GHOST HOUSE
Ghost House's graphics are of the cute style - big heads, big eyes and little bodies - the sound is very jolly, and at its cheap price the addictive gameplay provides fun at a price every Sega owner can afford.
OVERALL 79%

GLOBAL DEFENCE
Known better to arcade goers as SDI, this missile-blasting game has excellent graphics. The gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with it, there's plenty here. Try before you buy.
OVERALL 80%

G-LOC
This is what Afterburner should have been. Loads of missions, tons of options, plenty of power-ups and enough variety to stop you getting bored. Shooting fans should be especially interested in this.
OVERALL 82%



GOLDEN AXE
Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.
OVERALL 92%

GOLFAMANIA
Golfamania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room. There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!
OVERALL 83%

GOLVELLIUS
RPG fans will be interested in this one. The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which require plenty of the old grey matter, check this one out.
OVERALL 81%

GREAT BASEBALL
Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.
OVERALL 70%

GREAT BASKETBALL
If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.
OVERALL 68%

GREAT FOOTBALL
Not soccer, as you might imagine - this is a simulation of American Football. If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.
OVERALL 67%

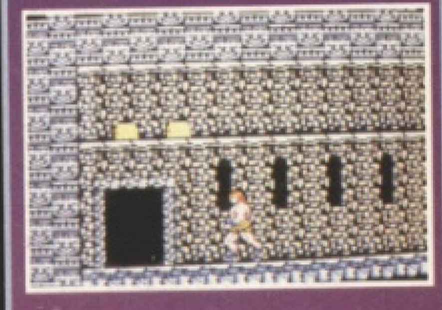
GREAT GOLF
If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfamania and Leaderboard, both which have better graphics, sound and playability.
OVERALL 71%

GREAT VOLLEYBALL
This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed, and as a result gets dull fairly quickly.
OVERALL 71%

IMPOSSIBLE MISSION
Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning. But more importantly it plays absolutely brilliantly. A fantastic game which is destined to become one of THE classic Sega titles.
OVERALL 97%

INDIANA JONES AND THE LAST CRUSADE
Indiana Jones and the Last Crusade is almost as hard as the hero himself! The graphics and sound are both good, and with five very challenging levels to battle through, this should appeal to those who like their games very tough.
OVERALL 86%

JUNGLE FIGHTER
Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough. Rastan fans might like it, but don't expect it to challenge you for long.
OVERALL 71%



JOE MONTANA'S FOOTBALL
The first John Madden's clone makes it over to the Master System, boasting plenty of action, loads of teams and billions of strategies. Unfortunately, it just doesn't work. The graphics are dull, responsiveness is poor and the slightly ropey collision detection spoils things further. Not too hot.
OVERALL 65%

KENSEIDEN
Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!
OVERALL 85%

KLAX
This superb puzzle game was all the rage in California a while ago. Finally it has wended its weary way to the Master System. So is it any good? Well, yes it is. If brainy-type japes are your bag, check this out.
OVERALL 88%

KUNG-FU KID
Graphically similar in style to Ghost House, this platform game with kung-fu overtones is all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.
OVERALL 70%

LASER GHOST
A not-quite-conversion of Sega's funsome coin-op. Protect a possessed girlie by shooting all the regional ghosts, either with light phaser or cursor. Fiddly controls wreck things a bit, but it's still quite a jape with nice graphics and plenty of action. Light phaser owners should grab this.
OVERALL 76%

LINE OF FIRE
Another pseudo conversion from those Sega lads. This time the Op Wolf-style gameplay has been replaced by vertically scrolling shoot 'em up action. Trouble is, it's slow, dull and offers few thrills.
OVERALL 46%

AWESOME PRIZES





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SUPER NINTENDO
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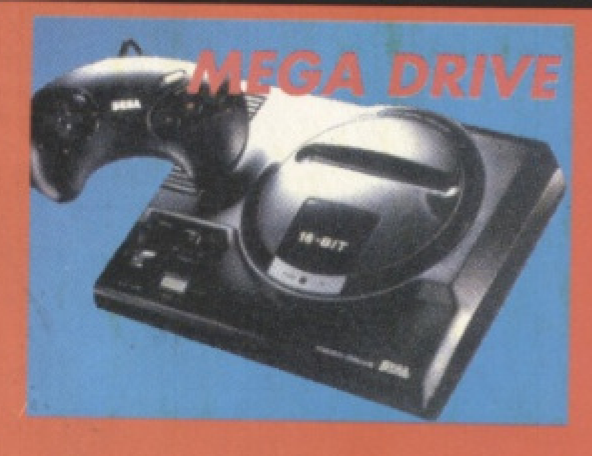
GAME BOY!
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SEGA MEGA DRIVE
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ATARI LYNX
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SEGA MASTER SYSTEM II
0893 36 39 72



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GAME INDEX

LORD OF THE SWORD
Two game styles meet head-on in this role-playing game with arcade sequences. It's a nice idea in principle which doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.
OVERALL 74%

MARBLE MADNESS
A conversion of the cult Atari coin-op, this conversion retains just about all of the features of the arcade machine. Unfortunately, the game just plays too slowly and the control method is extremely dodgy to say the least. Disappointing.
OVERALL 70%



MAZE HUNTER 3D
Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes. The 3D effect is pretty good, and the game is fun to play, but not Earth-shatteringly brilliant. Not an essential purchase by any means, but if you're after something to go with your 3D glasses, this is worth checking out.
OVERALL 74%

MERCS
That last bastion of death, the coin-op Mercs makes its appearance on the Master System. It's violent, it's got good graphics, it's highly playable and it's also very easy. If you think you'll keep coming back to this game even when you've completed it (which should only take two goes at most), check it out.
OVERALL 81%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
The epony-mouse (ha ha) does his stuff in this skill platform game. Great graphics and sound, loads of bonuses, great gameplay and a bit of a challenge make this a cart to get.
OVERALL 93%

MOONWALKER
Aooow! Strut your thang in Moonwalker, a platform shoot 'em up starring none other than Michael Jackson himself. The graphics are smart, and it's pretty playable, but be warned, it does get pretty repetitive. Jacko fans and diehard platformers will love this, though.
OVERALL 80%

MS PACMAN
Gobble dots! Dodge ghosts! Lapse into a coma! Ms PacMan is just regular PacMan with knobs on, even the competitive two player mode wanes after a while, so don't buy this cart. If you're desperate for a Pac title, get Pacmania instead.
OVERALL 31%

MIRACLE WARRIOR
Miracle Warrior is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.
OVERALL 81%

MISSILE DEFENCE 3D
Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.
OVERALL 76%

MONOPOLY
Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!)
OVERALL 69%

MY HERO
This rather odd-looking, cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend who's been kidnapped by local hoodlums. The game is good fun, but Black Belt is a better example - try that before buying this.
OVERALL 74%

NINJA
Although the graphics are rather simplistic, the shuriken-lobbing action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat. If you're after a combat game with a difference, this is worth taking a look at.
OVERALL 80%

NINJA GAIDEN
An excellent four-way scrolling slash 'em up, Ninja Gaiden scores highly with its super-speedy gameplay and smoothness. A tad easy maybe, but Ninja Gaiden is just so good to play you'll still be coming back for more months later.
OVERALL 83%

OLYMPIC GOLD
A fairly playable selection of sporting events, namely, 100m Sprint, Diving, 110m Hurdles, Swimming, Archery and the Pole Vault. It's a little repetitive, but the game is still great fun and well worth examining at your nearest software emporium.
OVERALL 81%

OPERATION WOLF
Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun. Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.
OVERALL 88%



OUT RUN
Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all. If you're a race fan, take this one for a spin.
OVERALL 80%

OUT RUN 3D
Looks and plays almost identically to the non-3D version, but has the added bonus of effective 3D. Out Run 3D is about the best 3D glasses game around, and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses!)
OVERALL 81%

OUTRUN EUROPA
OutRun Europa puts you in control of many different vehicles, from motorcycles to jetskis, in an attempt to thwart an evil terrorist organisation. Sadly, this "variety" doesn't save the game from being a frustrating, bland and desperately mediocre game. With crap graphics.
OVERALL 63%

PACMANIA
Isometric view dot munching is the order of the day in Pacmania. The graphics are great, there's lots of levels, it's playable, addictive and packs something of a challenge. Make this cart your own and never look back.
OVERALL 90%

PARLOUR GAMES
Combining a variety of "parlour" type board games, this sounds like fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamesplayers?
OVERALL 47%

PAPERBOY
Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town. With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.
OVERALL 89%

PENGUIN LAND
This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega players.
OVERALL 68%

PHANTASY STAR
A sprawling RPG which offers a great depth of gameplay, decent graphics and a good challenge. There are slightly better games of this sort (and cheaper too - this cart costs £40!), but if you're an RPG fan who has them all, this is well worth getting.
OVERALL 75%

POSEIDON WARS 3D
As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. The action is quite basic shoot 'em up stuff, so all in all, this isn't a particularly stunning game, even with the added dimension.
OVERALL 55%

POWER STRIKE
The fast and frenetic action of this vertically scrolling blaster is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best Sega vertical scroller around.
OVERALL 90%

PRO WRESTLING
This version of the old grappling game features some very nice presentation screens, but crap in-game graphics. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real diehard grappling fanatic.
OVERALL 46%

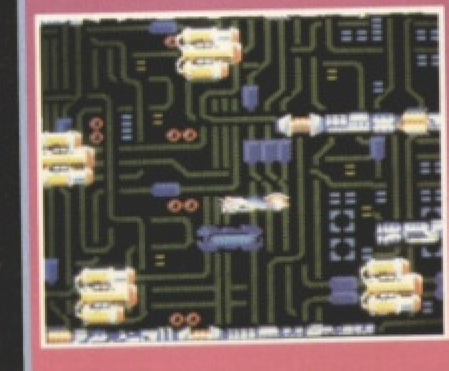
PRINCE OF PERSIA
Save the princess from a fate worse than death in this classic platform game, boasting stunning animation. A large quest with loads of levels and more than its fair share of excitement, Prince of Persia is an essential buy!
OVERALL 91%

PSYCHO FOX
Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more?
OVERALL 90%

QUARTET
Featuring bland graphics and sound, this conversion of Sega's uninspiring coin-op is really let down by its complete lack of variety between levels. If you've seen one, you've seen 'em all...
OVERALL 64%

RC GRAND PRIX
RC Grand Prix is a very fast and playable game. It has plenty of tracks too, but it doesn't take very long to complete them all, and after that it all becomes a bit dull.
OVERALL 70%

R-TYPE
R-Type is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on-screen. Still, shoot 'em up fans should seek this out immediately!
OVERALL 91%



RAMBO III
Great graphics and gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a brill Op Wolf game, go for Rambo III, but if you're Phaser-less, go for the real McCoy.
OVERALL 89%

RAMPAGE
Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of being a monster and trashing a city is here to be savoured, with great graphics to boot. Highly recommended.
OVERALL 85%



RASTAN
The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for a long time.
OVERALL 79%

RESCUE MISSION
Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away with your light gun for ages. Go get it - you'll love it!
OVERALL 82%

ROCKY
The graphics in this boxing game are quite spectacular for a Sega, but where the game falls down is in the lastability stakes because there are only three opponents. If there was more game for your money this could have been a contender. As it is, Rocky just doesn't last the full 15 rounds.
OVERALL 62%

RUNNING BATTLE
Platform action is once again the order of the day in Running Battle, which stars you as a super-hard military saboteur. Grab gun icons for a short spell of blasting, or a Power icon for super-speed running capabilities. The trouble is that the poor graphics, slow response time, shoddy collision detection, repetitive gameplay and limited nature of the game spoils the proceedings somewhat.
OVERALL 54%

SAGAIA
A conversion of Taito's Darius II coin-op, Sagaia packs in just about all of the features of the arcade machine (bar the simultaneous two-player mode). However, the graphics are a real mess with some of the worst flicker yet seen on a console.
OVERALL 67%

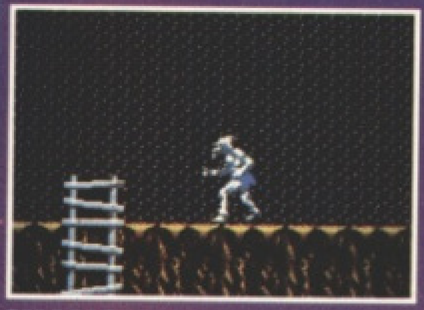
SCRAMBLE SPIRITS
This is a one or two-player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful, too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.
OVERALL 49%

SEGA CHESS
If you're lonely and desperate for a quick... game of chess, Sega Chess is here to help you. It plays a pretty good game (on the higher difficulty settings) but it's quite slow, not very responsive and the hanging around does get on your nerves.
OVERALL 77%

GAME INDEX

SHADOW DANCER
There's ninja japes aplenty in Shadow Dancer - a conversion of the Sega coin-op (but missing the dog). Still, the lack of any canine presence doesn't spoil the game too much, although the stupidly unbalanced difficulty setting is a bit of a downer (the levels are easy and the guardians are ultra-rock-blinking-hard). Not so bad, nevertheless.
OVERALL 71%

SHADOW OF THE BEAST
Grrr! Platform game Shadow of the Beast casts you as a mean and ugly monster who must avenge the death of his family by killing the evil Beast Lord. Decent graphics, and it's pretty enjoyable, but a number of small niggles stop it from being a classic.
OVERALL 80%



SHANGHAI
A sort of oriental patience with tiles, Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.
OVERALL 88%

SHINOBI
Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em up action jammed in. It has great graphics and jam-hot playability, and since there's hardly any decent Sega beat 'em ups available, there's no excuse not to add this one to your collection.
OVERALL 87%

SHOOTING GALLERY
This is the cartridge you used to get free with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario. Worth a go.
OVERALL 70%

SLAP SHOT
Both one and two-player options are available in this, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode the game is a great laugh. Check it out.
OVERALL 82%

SMASH TV
An absolutely appalling conversion of the Williams coin-op which fails miserably to supply any kind of shoot 'em up thrills and spills whatsoever. Avoid it like the plague, it really is smelly old crap.
OVERALL 27%

SONIC THE HEDGEHOG
Take control of the legendary blue hedgehog as he runs around scrolling platforms dusting the minions of Dr Robotnik. Sonic the Hedgehog is a state of the art 8-bit game, combining incredibly swift scrolling with gob-smacking graphics and interesting gameplay. A must-have.
OVERALL 90%

SPACE HARRIER
The basic gameplay is exactly the same as the highly successful 3D coin-op of several years ago, but there are new aliens to blast into oblivion. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
OVERALL 77%

SPACE HARRIER 3D
Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.
OVERALL 78%

SPEEDBALL
This is a pretty good conversion of the Amiga title, especially with the tweaked one-player difficulty setting. However, right now it's overshadowed by its successor - Speedball II@OVERALL:OVERALL 79%

SPEEDBALL II
An updated and improved version of Speedball. Better graphics, better playability and much more depth make Speedball II one of the top Master System sports sims. Give it a go if you're into goals 'n' violence.
OVERALL 89%

SPELLCASTER
This RPG is pretty good, with its action and basic decision-making being very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real RPG stuff of Ultima and Y'S.
OVERALL 84%

SPIDER-MAN
Yes, it's yet another platform game, but this one's different. Spidey can do pretty much anything he is capable of in the comics, like web slinging, spinning shields and throwing web-balls. Spider-Man is very playable, has great graphics and sound and will take a lot of work to complete. Highly recommended.
OVERALL 87%



SPY VS SPY
Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering - pronto.
OVERALL 88%

STRIDER
The Megadrive version of this game was almost arcade perfect. Sadly, this is not. The graphics are OK, but it's very slow and difficult to control. The suspect collision detection and poor responsiveness seal the coffin of this disappointing release.
OVERALL 67%

SUMMER GAMES
Featuring five events (the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and high dive), Summer Games is a big disappointment. All the events feature rubbish graphics and completing them all is as easy as 123. Avoid - even if you love sports games.
OVERALL 37%

SUPER KICK OFF
The legendary Super Kick Off looks surprisingly similar to its Amiga counterpart, and plays just as brilliantly! A superb game - one of the finest available on this machine - and a must for all football fans (and anyone else for that matter).
OVERALL 96%

SUPER MONACO GP
Although this shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. But that's not saying it's bad. The 3D is fast and effective 3D and it plays well too, even in a single-player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!
OVERALL 92%

SUPER MONACO GP II
Urrgghhh! What could have been an excellent sequel is completely ruined by the severe lack of speed! Although it might look like you're doing 200mph, it looks more like a quarter of the speed! Goodbye excitement, bye bye fun. The vast array of options is excellent, but the actual gameplay itself is very disappointing.
OVERALL 41%

SUPER SPACE INVADERS
The idea behind Super Space Invaders was to take the original coin-op and blend it with some of the modern trappings of shoot 'em ups - power ups and scrolling for example. It works too, and the resulting game is a highly enjoyable blast.
OVERALL 82%

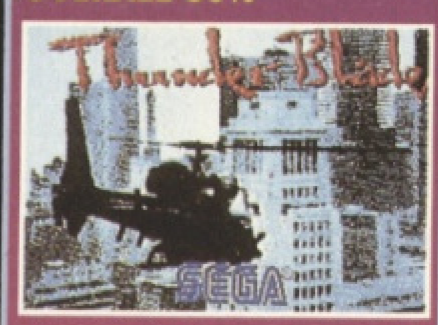
SUPER TENNIS
This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable, it's certainly no match for the more recent Wimbledon Tennis.
OVERALL 69%

TEDDY BOY
This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while not fiendishly exciting, is decent enough fun for a fair few hours. A nice little potboiler.
OVERALL 69%

TENNIS ACE
Beaten (just) by Wimbledon Tennis, this is still one of the better Sega sport sims which should keep any tennis fan happy when the municipal court is under six feet of water.
OVERALL 80%

THE TERMINATOR
A superb interpretation of the 1984 movie, this game is far better than its Megadrive counterpart! It's skillful (and very challenging) platform action all the way as you control Kyle Reese in his quest to protect Sarah Connor from the murderous clutches of the Terminator. Well worth investing it.
OVERALL 82%

THUNDERBLADE
Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.
OVERALL 80%



TIME SOLDIERS
The graphics on this obscure coin-op conversion are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.
OVERALL 73%

TRANSBOT
This early Sega shooter is a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons to keep a bit of variety. The other plus is that now it sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.
OVERALL 75%

ULTIMA IV
Though this enormous RPG scores quite low on the graphics-ometer, it has weeks, nay, months of gameplay packed into its chips, and a battery-backed save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!
OVERALL 89%

VIGILANTE
This conversion of the beat 'em up coin-op manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX a little ropey. The playability remains the same, however, which is the most important thing, so if you're after a not-too-taxing beat 'em up, have a look.
OVERALL 72%

WANTED
If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun you could do a lot worse than this.
OVERALL 70%

WIMBLEDON TENNIS
This is the best Sega tennis game by a minuscule margin. It's fast, there are lots of modes of play and the championship tournament takes a lot of practice to win. The two-player mode is even more fun. Well worth considering if you have a second player lying around.
OVERALL 80%

WONDERBOY
Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.
OVERALL 80%

WONDERBOY IN MONSTERLAND
Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.
OVERALL 87%

WONDERBOY III
Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. Make sure it's in your collection - NOW!
OVERALL 96%

WORLD CLASS LEADERBOARD
It's a golf game. What more can we say? Well, it's got extensive tournament play, realistic action, loads of courses and it's very challenging. If you're a golf fan or you're after a good game with which to unwind, World Class Leaderboard is the cart for you.
OVERALL 92%

WORLD CUP ITALIA 90
This is a rubbish soccer game. The controls are poor, the graphics are naff and the sound is awful. Buy Super Kick Off instead, or if you want a side-on viewed soccer game, check out World Cup Soccer.
OVERALL 48%



WORLD CUP SOCCER
Highly entertaining side-viewed soccer game which was by far the best console football game until Super Kick Off came along. It's now available on Sega's budget range for only £14.99 and at that price is an absolute bargain. Check it out!
OVERALL 85%

WORLD GAMES
Featuring log-rolling, bull riding, barrel jumping and caber tossing, this is a complete disappointment. Although graphically pleasing, what's there soon becomes very samey and terminal boredom swiftly sets in. Your best bet is to leave this one well alone.
OVERALL 50%

WORLD GRAND PRIX
A very decent race game which is graphically impressive and features challenging and enjoyable racing action. It's not as good as Super Monaco GP, but is sufficiently different enough to be worth looking at if you've already got that.
OVERALL 81%

XENON 2
It's another Amiga conversion - this time of the great Bitmap Bros vertically scrolling shoot 'em up.

The graphics are great, if the scrolling is a little jerky. Still, it's the gameplay that counts, and Xenon 2 scores highly here. If only it had a few more levels, it would have been a classic.

OVERALL 84%

Y'S
This really is a huge RPG, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.

OVERALL 88%

ZAXXON 3D
A bastardised version of the coin-op which requires 3D glasses, this is a really naff game which suffers from extremely boring gameplay. Give it a miss.

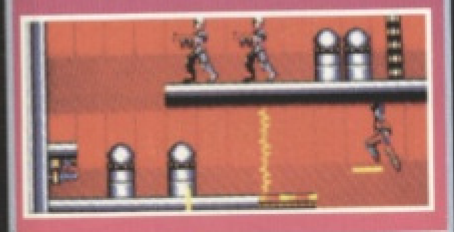
OVERALL 32%

ZILLION
A big, tough, but ultimately tedious platform game. Worth a look if you're a complete and utter platform game nut, but most players will find it all a bit too much.

OVERALL 71%

ZILLION II
Similar to Zillion, but with loads of add-on weapons, an added jet-bike sequence and some nifty beat 'em up action. If you like Zillion, go for it. If you didn't, steer clear.

OVERALL 74



GAME GEAR

AX BATTLER
Join Ax Battler in this scrolling RPG romp (very) loosely based on the Golden Axe coin-op. Watch out though! The beat 'em up element is extremely poor and the adventure itself is dull and uninspiring. Playing Ax Battler is a lot like jumping off a cliff - one go is more than enough, and isn't really recommended at all.

OVERALL 39%

COLUMNS
This is a very good Tetris clone. Instead of making horizontal lines, your job here is to create rows of colours with the aid of the falling blocks of crystals. Fast, addictive and very taxing, but yet and at the same time very relaxing. A great buy.

OVERALL 88%

CHASE HQ
Join Raymond and Tony as they speed around in their Porsche ramming criminal cars off the road in this conversion of the popular Taito coin-op. This is a lot faster and playable than the Master System version and is well worth checking out.

OVERALL 87%

DONALD DUCK: THE LUCKY DIME CAPER
Arggghhh! Scrooge McDuck's lucky dime has been half-inched by an evil witch! Pausing only to collect his trusty mallet, Donald Duck gives chase along various horizontally scrolling levels. What we have here is a super platform game that's even more lastable than Sonic the Hedgehog. An essential Game Gear buy!

OVERALL 92%

DRAGON CRYSTAL
Save the world from certain doom in this RPGish adventure exploration game. Although offering nothing significantly new, Dragon Crystal has decent enough graphics, sound and gameplay and should appeal to fans of the genre.

OVERALL 70%

FACTORY PANIC
Known as Hassle Golby in Japan, this game actually casts you as Mikhail Gorbachev, out to feed the starving Soviets by guiding food on conveyor belts towards them. This game is actually quite a laugh, with pretty good graphics and sound. The simplistic nature of the gameplay makes it an addictive and worthwhile game.

OVERALL 82%

FANTASY ZONE
Flying around the bizarre scrolling backdrops shooting the excrement out of everything that moves is the name of the game here. Fantasy Zone is probably one of the best blasters out on the Game Gear at the moment and well worth considering.

OVERALL 84%

GALAGA '91
This is a superlative version of the back-to-basics shoot 'em up, featuring excellent graphics, rumbling sounds and highly addictive blasting gameplay. Recommended for the Game Gear owner who likes a good blaster in his cartridge collection.

OVERALL 85%

G-LOC
Fly around the 3D landscape taking out enemy 'planes and installations in this hand-held conversion of the graphically stunning Sega coin-op. The graphics on G-Loc are okay, but the gameplay is fast and furious and there are plenty of levels to conquer.

OVERALL 82%

HALLEY WARS
Halley Wars puts you right in the thick of it as a space ace pilot, who gets his kicks by flying up the screen in his ship, shooting lots of things. The graphics and sound are both average and the blasting action, although initially appealing, soon wears off.

OVERALL 69%

HEAVYWEIGHT CHAMP
This arcade conversion looks more like Final Blow, than Heavyweight Champ, but that doesn't alter the fact that this game is something of a shambles. The graphics are okay, but the gameplay is so easy and mind-numbingly unexciting that you can't help but think that there are better things to spend £25.00 on.

OVERALL 46%

INDIANA JONES III
Join Indiana Jones as he runs around five levels of platform action, causing aggravation to Nazis in an attempt to locate the holy grail. Graphically, this shows you exactly what the Game Gear is capable of. It's just a shame that it's so hard as this does tend to put you off a bit, but otherwise, this is a pretty fine game.

OVERALL 83%

JOE MONTANA FOOTBALL
Joe Montana has officially endorsed this sideways scrolling American Football game. The graphics are excellent, but the game suffers because there's a lack of depth and excitement. It's also flippin' easy, and even the most retarded games player should have no difficulty dusting this game.

OVERALL 65%

MICKEY MOUSE
Oh no! A crazed witch by the name of Mizrabel has kidnapped Minnie Mouse, Mickey's true love! So Mickey attempts the inevitable rescue bid by travelling through the many scrolling platform levels in the Castle of Illusion. This is excellent, with fab backdrops and awesome gameplay. Another Game Gear winner.

OVERALL 91%

NINJA GAIDEN
Become Ryu the master ninja as he scoots along the horizontally scrolling backdrops, dusting various beings of an evil disposition. This very fast, extremely furious and is only marred by being a tad on the easy side.

OVERALL 86%

OUTRUN
Take the wheel of a Ferrari Testarossa and speed along the 3D roads in an effort to reach the finishing post in the gruelling Outrun race. This has disappointing graphics and warbling sounds, but the real problem is that the game just isn't really that much fun to play.

OVERALL 64%

PACMAN
There's not really much to tell about this one. PacMan is an arcade-perfect conversion of the classic coin-op. If PacMan is your bag, you'll no doubt pee your pants over this one. Others are more likely to have a few goes and then get bored with it pretty quickly.

OVERALL 49%

PENGO
Adopt the heroic mantle of a vengeance-crazed penguin out to crush marauding invaders with big blocks of ice in this decent conversion of the ageing coin-op. Like PacMan, this is simple and quite addictive, but the novelty soon wears off very quickly.

OVERALL 48%

PSYCHIC WORLD
Psychic World is a side-on scrolling game full to the brim with strange and mysterious beings, out to dust your baboon-like posterior. Psychic World is average in every respect, but the chances are that you'll grow bored with it very quickly.

OVERALL 55%

PUTT 'N' PUTTER GOLF
This is quite similar to the Megadrive game, Zany Golf, with its isometric 3D perspective, and it's pretty good fun to play. The problem is that the game is about as easy as picking your nose, and even though there are loads of levels, the game soon grows quite stale.

OVERALL 59%

RASTAN
Run around the scrolling mediaeval backdrops, slashing up enemies with your impressive chopper. The graphics and sound are both okay, but the gameplay is quite repetitive and becomes pretty boring after a surprisingly short time.

OVERALL 58%

SHINOBI
Five levels' worth of scrolling slash 'em up activity await in this Game Gear adaptation of the Sega coin-op. This game has exceptional graphics and sound along with gameplay that brings you back to the Game Gear again and again.

OVERALL 91%

SOLITAIRE POKER
You can't honestly expect superlative graphics or sound here, but what you do get is a no-gimmicks game of poker, which is fine if you like that sort of thing. However, we can't help but think that getting together with some chums and spending a few pence on a deck of cards is a lot cheaper and plenty more fun than playing this.

OVERALL 70%

SONIC THE HEDGEHOG
Sega's blue, spiky hedgehog icon hits the Game Gear in a fast moving platform game with superlative graphics. This is an excellent Game Gear title, stretching its 8-bit technology to the limits. It's fun and addictive too (if a tad easy) and is well worth investing in.

OVERALL 91%



GAME INDEX

SPIDER-MAN
The Amazing Spider-Man hits the Game Gear in style as he battles the Kingpin, Venom, the Lizard, Doctor Octopus, Electro, Sandman and Hobgoblin over a number of eight-way scrolling stages. This is great fun to play and very challenging to boot. It's a must-buy for all potential web-slingers and indeed anyone after a good platform game.

OVERALL 86%



SPACE HARRIER
Fly around the third person perspective world of the Fantasy Zone, blowing away all manner of strange and weird enemies. This emulates the gameplay of the coin-op pretty well, but the graphics are blocky and uninspiring and the simplistic gameplay grows tedious very quickly.

OVERALL 63%

SUPER KICK OFF
This Game Gear conversion of the best soccer game ever is a real winner, with fast, responsive action and exciting ball-handling. With one or two-players, this is nothing short of a hand-held miracle and ranks as the best Game Gear cart money can buy.

OVERALL 96%

SUPER MONACO GP
One or two players can try to satisfy that need for speed by taking part in Super Monaco GP. This conversion isn't very faithful at all to the massive Sega coin-op, but it is mildly diverting for a while. Unfortunately, the action wears thin very quickly and the graphics and sound are rubbish.

OVERALL 58%

WAGAN LAND
This horizontally scrolling platform game is probably the nearest you can get to Mario-style action on a mini screen. It's got excellent graphics and playability, although some players may find it a bit easy.

OVERALL 85%

WONDERBOY
This coin-op conversion remains pretty close to the original arcade machine, with the same brand of cute horizontally scrolling action. The problem with this game is that there isn't much variety between each level in terms of graphical style or gameplay and as such, it grows quite monotonous very quickly.

OVERALL 61%

WOODY POP
Don't be misled by the bizarre title. Woody Pop is a thinly-disguised version of Breakout with all the thrills, spills and indeed the excitement of visiting the toilet. Should Breakout games appeal to you, you'll doubtlessly explode with pleasure on playing this game. Others will see it as the superficial, limp shambles that it is.

OVERALL 33%

WORLD CLASS LEADERBOARD
This is an excellent third person perspective golfing simulation from US Gold. The graphics are ace, sporting some detailed course graphics and the sound is fab with sarcastic speech taking the Michael at every opportunity. With its four 18-hole courses, there's plenty of game for your money too. An essential buy.

OVERALL 92%

GAME INDEX

MEGADRIVE

688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" - ho! ho!).
OVERALL 88%

AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
OVERALL 78%

AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
OVERALL 90%



AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
OVERALL 69%

ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
OVERALL 68%

ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
OVERALL 89%

ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action - experts, though, are warned that they might just find themselves finishing this prematurely.
OVERALL 78%

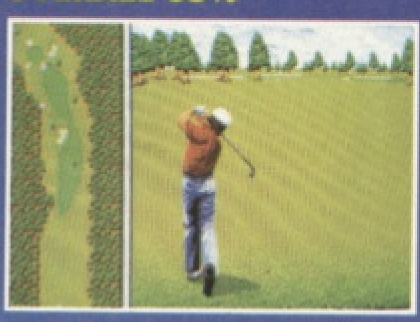
ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
OVERALL 87%

ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
OVERALL 67%

AQUATIC GAMES
James Pond returns in a rather feeble multi-event sports simulation where the puns are better than the gameplay. It's all to simple, and the events are very easily mastered, leaving this with very little lasting appeal.
OVERALL 61%

ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
40%

ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
OVERALL 85%



ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
OVERALL 46%

ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
OVERALL 73%

ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
OVERALL 82%

ATOMIC RUNNER
Superb, good looking, highly challenging and very addictive shoot 'em up which is different enough to be well worth the asking price. The Japanese import version of the game is known as Chelnov.
OVERALL 91%

AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
OVERALL 84%

BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
OVERALL 77%

BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
OVERALL 83%

BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
OVERALL 80%

BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.
OVERALL 45%

BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
OVERALL 91%

BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
OVERALL 73%

BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
OVERALL 91%

BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuka, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
OVERALL 89%

BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
OVERALL 83%

BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
OVERALL 76%

CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skateboarding, hackey-sacking, BMX-ing and surfing. A must for sports fans.
OVERALL 91%

CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
OVERALL 52%

CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
OVERALL 91%

COLUMNS
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
OVERALL 88%

CORPORATION
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
OVERALL 86%

CRACKDOWN
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
OVERALL 65%

CURSE
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.
OVERALL 70%

CYBERBALL
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
OVERALL 80%

DANGEROUS SEED
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
OVERALL 40%

DARK CASTLE
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
OVERALL 23%

DARIUS II
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
OVERALL 83%

DARWIN 4081
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
OVERALL 74%

DECAPATTACK
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it - if you're one, check

it out.

OVERALL 82%

DESERT STRIKE
The thinly disguised aim of this game is to take control of an attack helicopter and do what the armed forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.

OVERALL 94%

DICK TRACY
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.

OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.

OVERALL 53%

DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw - it's too darn easy. For coin-op fans only.

OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.

OVERALL 83%

DOUBLE DRAGON
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.

OVERALL 59%

DOUBLE DRAGON II
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!

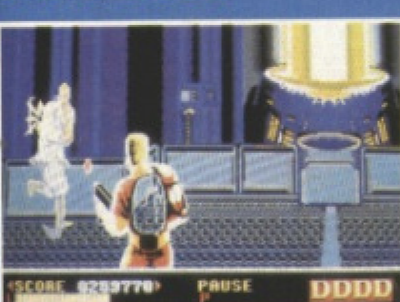
OVERALL 30%

DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original monicker of Devil Crash.

OVERALL 90%

DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...

OVERALL 73%



EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.

OVERALL 94%

ELEMENTAL MASTER
A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.

OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.

OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up boasting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.

OVERALL 70%

ESWAT
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.

OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkward controls. As the (very) old saying goes, "try before you buy!".

OVERALL 69%

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.

F-22
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots - and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!

OVERALL 93%

FAERY TALE ADVENTURE
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.

OVERALL 49%

FANTASIA
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.

OVERALL 49%

FASTEST ONE
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.

OVERALL 29%

FATAL LABYRINTH
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.

OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.

OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.

OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended - but do bear in mind that you do need two players to get the most out of it.

OVERALL 81%

FIRE MUSTANG
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.

OVERALL 59%

FIRE SHARK
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?

OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!

OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.

OVERALL 69%

FLYING SHARK
Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times you get those "seen it all before blues".

OVERALL 71%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.

OVERALL 82%

GAIRIES
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.

OVERALL 84%

GAIN GROUND
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.

OVERALL 43%

GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.

OVERALL 86%

GALAXY FORCE
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.

OVERALL 59%

GAMES:WINTER CHALLENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.

OVERALL 85%

GHOSTBUSTERS
Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.

OVERALL 82%

GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.

OVERALL 93%



GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!

OVERALL 94%

GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.

OVERALL 69%

GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics

GAME INDEX

are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.

OVERALL 80%

GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.

OVERALL 85%

GREEN DOG
Sega's newest hero stars in a superb looking, but ultimately dull platform game which suffers from a lack of variety and few original features. It's also far too easy, and platform fans should crack it within a day or so.

OVERALL 49%

GYNOUG
Known in the US as Wings of War, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.

OVERALL 92%

HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.

OVERALL 51%

HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.

OVERALL 75%

HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.

OVERALL 85%

HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not looks as good as Thunderforce III, but it's simply a much better game.

OVERALL 93%

HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.

OVERALL 76%

INSECTOR X
The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.

OVERALL 74%

JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.

OVERALL 77%

JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.

OVERALL 55%

JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's - or if you're after something different, Joe Montana II.

OVERALL 73%

JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.

OVERALL 83%

JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.

OVERALL 94%

JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.

OVERALL 96%

JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball - it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid.

OVERALL 40%

KID CHAMELEON
A nice-looking platform game which combines elements of Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.

OVERALL 78%

KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.

OVERALL 71%

KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.

OVERALL 85%

KRUSTY'S SUPER FUN-HOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them - NOW! This is sort of like Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!

OVERALL 90%

LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.

OVERALL 89%

LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.

OVERALL 32%

LHX ATTACK CHOPPER
A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.

OVERALL 89%

M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.

OVERALL 81%

MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.

OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.

OVERALL 76%

MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.

OVERALL 33%

MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.

OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.

OVERALL 93%

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!

OVERALL 85%

MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.

OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.

OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.

OVERALL 85%

MUSHA
Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.

OVERALL 71%

MYSTIC DEFENDER
Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.

OVERALL 63%

NEW ZEALAND STORY
New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.

OVERALL 89%

NHLPA HOCKEY
Basically this is EA hockey with a few knobs on. To be honest, the original game is simpler and better! It's cheaper too!

OVERALL 90%

OLYMPIC GOLD
Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.

OVERALL 70%

OUTRUN
This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.

OVERALL 69%

PACMANIA
Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!

OVERALL 86%

PAPERBOY
Looks nigh on perfect, but this conversion is sadly flawed in the gameplay department - the bike doesn't handle well and the collision detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.

OVERALL 72%

ADVERTISEMENT INDEX

GAME INDEX

PGA TOUR GOLF
Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
OVERALL 93%

PHANTASY STAR II
There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.
OVERALL 78%

PHANTASY STAR III
Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!
OVERALL 89%

PHELIOS
Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least - even though it has crap graphics.
OVERALL 77%

PITFIGHTER
Take control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are a bit poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.
OVERALL 81%

POPULOUS
Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.
OVERALL 91%

RAIDEN TRAD
A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.
OVERALL 79%

RAINBOW ISLANDS
Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
OVERALL 86%

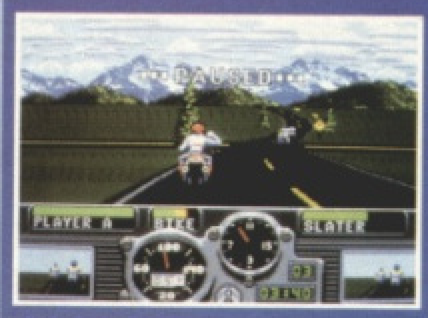
RAMBO III
In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.
OVERALL 87%



REVENGE OF SHINOBI
This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.
OVERALL 94%

RINGS OF POWER
EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.
OVERALL 41%

ROAD RASH
Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
OVERALL 92%



ROBOCOD
One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.
OVERALL 95%

ROLLING THUNDER II
An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.
OVERALL 85%

SAINT SWORD
Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.
OVERALL 72%

SHADOW DANCER
Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.
OVERALL 59%

SHADOW OF THE BEAST
A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.
OVERALL 82%

SHINING IN THE DARKNESS
A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
OVERALL 72%

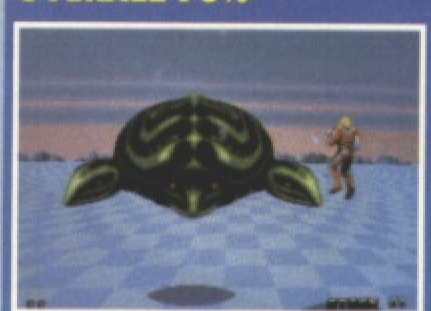
SLIME WORLD
An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.
OVERALL 70%

SMASH TV
A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others won't find the blasting action partciularly addictive.
OVERALL 72%

SOKO BAN
This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.
OVERALL 78%

SONIC THE HEDGEHOG
Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
OVERALL 90%

SPACE HARRIER II
Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.
OVERALL 76%



SPEEDBALL II
A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.
OVERALL 88%

SPIDER-MAN
Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
OVERALL 91%

SPLATTERHOUSE II
A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.
OVERALL 73%

STAR CONTROL
Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
OVERALL 90%

STAR FLIGHT
Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go - you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).
OVERALL 94%

STORMLORD
Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.
OVERALL 57%

STREET SMART
A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
OVERALL 55%

STREETS OF RAGE
Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
OVERALL 92%

STRIDER
The graphics and sound are nigh on arcade-perfect, and packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring quickly.
OVERALL 91%

SUPER HANG-ON
Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without, especially with its new £19.99 price tag.
OVERALL 89%

SUPER HYDLIDE
This is a potentially excellent role-playing game, let down by the fact that the graphics are rubbish and the game is near impossible to get into. Sword of Vermilion, Buck Rogers or Phantasy Star III are far more worthy buys.
OVERALL 40%

SUPER LEAGUE BASEBALL
The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and laffs.
OVERALL 80%

SUPER MONACO GP
This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
OVERALL 94%

SUPER MONACO GP II
This follow-up to one of the best Megadrive games ever is surprising in that it is so very similar. The only differences are in the range of new options, including a one-on-one race with Ayrton Senna and an Ayrton Senna advice corner. It's better than the first game, but if you already own that, there's no point buying this.

OVERALL 87%

SUPER OFF-ROAD
Based on the Leland coin-op, this one or two-player single screen racer is quite a laugh. Highly polished and very playable, it's a must for people after a decent Super Sprint style game.
OVERALL 83%

SUPER REAL BASKET-BALL
The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.
OVERALL 81%

SUPER THUNDERBLADE
This was one of the first ever Megadrive games, and three years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges.
OVERALL 69%

SUPER VOLLEYBALL
Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
OVERALL 61%

SUPREME COURT BAS-KETBALL
A fairly decent isometrical 3D scrolling basketball game with polished graphics and sound, Supreme Court Basketball is let down by a real lack of excitement and problems with the logic of your other players. Take a look at Bulls vs Lakers.
OVERALL 78%

SWORD OF SODAN
Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
OVERALL 55%

SWORD OF VERMILION
Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
OVERALL 87%

TALMIT'S ADVENTURES
A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. Look out for the game under its Japanese pseudonym, Marvel Land.
OVERALL 83%

TAZ-MANIA
A brilliant interpretation of the cartoon character, Taz-Mania is blessed with some of the best graphics seen on the Megadrive - capturing the spirit of the character perfectly. It's great fun all the way, spoiled only by the difficulty (or rather the lack of it). When will Sega start making their games harder?
OVERALL 81%

TECHNOCOP
There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.
OVERALL 49%

TECMO WORLD CUP
A disappointing, uninspiring and simplistic game of football based on Tecmo's moderately successful coin-op. The main problem is that the game is very easy to beat - even on the top difficulty setting! The poor graphics and sounds are two more own goals, and the final result is a game that you won't be over the moon with.
OVERALL 47%

THE TERMINATOR
Based on one of the most popular films of the '80s, the Terminator would be a brilliant scroll-along platform game where it not for one thing. The game is just to easy to complete. Every difficulty setting presents no challenge whatsoever, making The Terminator a very short (albeit sweet) experience.
OVERALL 43%

TEST DRIVE II:THE DUEL
An accurate simulation of driving three of the fastest sports cars in the world has loads of potential. Unfortunately, this game flushes it down the toilet with its combination of crappy graphics, nauseating sound, ropey collision detection and awkward controls.
OVERALL 57%

THUNDERFORCE II
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
OVERALL 81%

THUNDERFORCE III
The Rynex fighter is back in a six-level graphical tour-de-force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
OVERALL 89%

THUNDERFORCE IV
The follow-up to one of the greatest Megadrive blasts is just as good as its predecessor, with more worlds to explore and even more spectacular graphics. The gameplay though, doesn't actually seem that different from the last Thunderforce outing though...
OVERALL 89%

TOEJAM AND EARL



A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
OVERALL 87%

TOKI
The arcade game was brill, but the programmers have managed to ruin this conversion by completely changing the maps and screen layout around. The end result is a plodding, very easy, occasionally frustrating platform game which only demented baboons will enjoy.
OVERALL 47%

TONGUE OF THE FAT-MAN
The graphics and animation of this one-on-one beat 'em up are utterly superb. However, these are let down by the gameplay, which is far too easy. Check it out by all means - if just to see the graphics - but play before you buy.

OVERALL 71%

TRUXTON
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
OVERALL 82%

TURBO OUTRUN
Apart from being a titchy bit harder than Outrun (not difficult since that game was as difficult as poking a hole through wet bog roll), every other aspect of this sad shambling mockery of the classic arcade game is miles worse. A grand disappointment of the highest order.
OVERALL 42%

TURRICAN
A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
OVERALL 73%

TWIN HAWK
Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.
OVERALL 60%

TWISTED FLIPPER
A good pinball simulation all right, Twisted Flipper is let down by the fact that the gameplay is just a bit too repetitive. For the ultimate in pinball excitement, check out Dragon's Fury/Devil Crash.
OVERALL 74%

TWO CRUDE DUDES
An enjoyable horizontally scrolling one or two-player beat 'em up marred slightly by rough graphics and repetitive play. Fans of the coin-op will love it, otherwise try before you buy.
OVERALL 79%

ULTIMATE TIGER
Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.
OVERALL 81%

VAPOR TRAIL
Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
OVERALL 70%

VERYTEX
Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
OVERALL 73%

WARDNER
Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
OVERALL 75%

WHERE IN TIME IS CAR-MEN SANDIEGO?
A decent enough "edu-tainment" title oozing originality. Unfortunately, educational as it may be, the gameplay is very dull indeed, putting you off the game very quickly.
OVERALL 63%

WHIP RUSH
Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
OVERALL 48%

WONDERBOY III
Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
OVERALL 47%

WONDERBOY IN MON-STERLAND
Not outstanding in the graphics or sound department, this Wonderboy game more than makes up for its deficiencies with marvellous gameplay, a massive map and plenty of enjoyable brain-teasing puzzles. A must for Wonderboy fans.
OVERALL 88%

WORLD CUP SOCCER
Soccer games are few and far between on the Megadrive, and unfortunately, this is not particularly brilliant and it's very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level.
OVERALL 64%

WRESTLE WARS
A topper wrestling game which features plenty of moves, fun gameplay and throws aplenty - the two-player game is particularly fun. If you like grappling sweaty men, make this a priority purchase.
OVERALL 88%

XENON II
A massive success on the Amiga, but not quite so hot by Megadrive standards, this graphically impressive vertically scrolling shoot 'em up has enough neat touches to appeal to hardcore shoot 'em up addicts.
OVERALL 82%

XDR
This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting.
OVERALL 47%

ZANY GOLF
This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.
OVERALL 80%

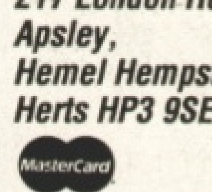
ZERO WING
A tough and thoroughly enjoyable scrolling shoot 'em up. There are loads of this type of game on the Megadrive, but alongside Gynoug and Hellfire, this is one of the best.
OVERALL 91%

ZOOM
Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and it soon gets boring.
OVERALL 45%



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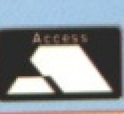


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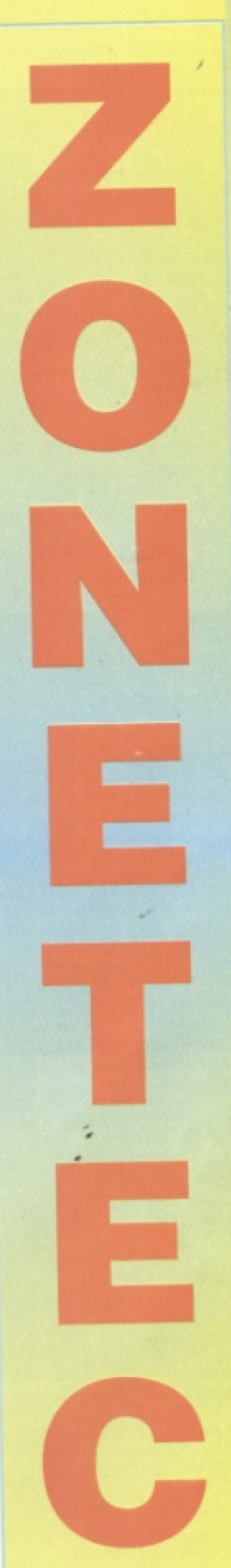
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